マンガヒーローズ

Fantasy Manga

d20 Expanded

Kevin Glusing

サムライシープドッグ

D20 PFSRD.com Publishing

PATHFINDER® ROLEPLAYING GAME COMPATIBLE

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Join the Fantasy

Fantasy Manga d20 Expanded is an anime roleplaying expansion for *Play Manga d20* and the *Pathfinder Roleplaying Game*®. In this supplement, we push into new realms by introducing new race and base class options, as well as the swashbuckler, and the dragon. Attributes available to all point-based characters demonstrate how to find new ways to adventure through dungeons, kingdoms, and planes.

What are Fantasy Anime & Manga?

Fantasy anime settings offer over-the-top kingdoms, forests, and monstrous lands where adventurers are often a rare sight and some great evil has either risen or threatens to rise should nobody find a way to prevent it. Occasionally, a fantasy anime setting might have elements of the modern world, or travel there periodically, but at their core, these manga still hold that sense of awe and mysticism that exist within fairy tales and the epic stories of becoming a hero in a magical land of fey, wizards, and demons.

Example Fantasy Anime & Manga

Want to build a fantasy anime game? Here are some examples of worlds you can set your game in, based loosely on the stories of the same name.

Berserk: Branded as outcasts, the group is hunted by demons as they travel through a war-torn land trying to prove their innocence. Along the way, they encounter other races and grow into the heroes they have always tried to be.

Fairy Tail: Dragons are seen by the world as mysterious, powerful spellcasters with the souls of true dragons burning inside them. As the party adventures, they develop their powers, eventually finding their own ways to channel the power of the ancient wyrms.

High School DxD: It's a world of angels and demons, and the party is caught in the middle. Struggling to understand the fall and redemption of these beings becomes a major part of the story, and nobody can be sure exactly whether to trust tradition or the actions of those with whom they interact.

Little Witch Academia: Students at a school for magic must face the challenges of a world where its influence is beginning to fade. Can they prove that spellcasting still has a place in a progressive society and still make it back to the academy in time for finals?

The Seven Deadly Sins: The party reunites after disbanding years before to fight back against the supposed paladins who took over their homeland. In order to save their realm, they must focus their efforts and gain the power to stop their rivals and prevent the end of the world as they know it.

Sword Art: Characters from the modern world are transported into a fantasy videogame and abandoned to live there. They must adapt to the strange and archaic realm, learning magic and fighting through dungeons as they seek a way home.

Those Who Hunt Elves: A band of adventurers seek the runaway princess of the elves, whose hidden tattoo proves her royal heritage. As they continue their search, they must also contend with rival adventuring groups and the monsters of the world.

What's Inside?

Play Manga d20 consists of 3 primary chapters, each broken up into different sections.

Races

This section consists of 5 common themes in the races typically found in fantasy anime and manga. In such stories, these races may or may not look like their traditional, European counterparts, and a lot of anime goes out of its way to subvert those stereotypical appearances, while often maintaining their general personalities and actions.

Angels: Whether born of heavenly power, or created from the vast, planar realms of Law, angels are always an empyrean sort. For good or ill, their actions always match their words, and they are unbending in their beliefs. It can be just as fun to play a fallen angel who accepts their fate as to play one seeking redemption in the eyes of their peers.

Demons: The accursed of anime are often depicted as demons, even when they seek nothing more than freedom from the confines that society has given them. Chaotic in nature, demons are not necessarily evil, but they aren't typically viewed as good-natured either; more selfish than anything. Those in search of acceptance may or may not find their path with a modicum of struggle.

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Dragons: Anime dragons take many different forms, sometimes literally. From humans with great magical prowess, to gigantic, leather-winged beasts, and everything in between, dragons are best represented by their affinity for the arcane and penchant for hoarding things both powerful and mundane.

Monsters: In fantasy manga, a monster can be an inhuman creature with fangs and claws, an inhumane being who wishes to destroy the standing society and its people, or a physical transformation that occurs as a result of a curse or other form of magic. However they are represented, monster adventurers can be easily misunderstood and must work hard to prove their heroic intentions.

Ogres: Large and brutish are the defining characteristics of many fantasy ogres. Powerful members of this race are looked to for their physical might, while those of smaller stature are experts in the occult and arcane spellcasting. When cast in the role of hero, ogres stand tall, proud of their accomplishments, and bearing no insult to themselves or their allies.

Classes

In the next section, we break down Pathfinder's base fantasy classes into the *Play Manga d20* point system. The fantastic nature of each offers plenty of ideas for the games in which they can be featured. As with *Play Manga d20,* classes introduced here include a combination of archetypes and class-specific options they can take advantage of as the game progresses.

Alchemist: Masters of potions, explosives, and mutagens, the fantasy alchemist toils away at his craft even while adventuring in search of rare and exotic materials for his experiments. With a taste for bizarre admixtures, the alchemist brings flare to the party, while also providing a unique method of protecting and keeping them healthy.

Cavalier: The cavalier is a chivalrous warrior, capable of challenging enemies in combat whether mounted or not. The ethical nature of the cavalier and their practices offers a non-religious opportunity to play such a character over becoming a paladin.

Dragon: Ancient creatures in any world, dragons are the ultimate expression of arcane might, physically capable of fighting enemies one-on-one, while also studied in magical gifts and defenses. To become a dragon is to live through the transformation from mere mortal to impossibly awesome being of fang and fire.

Gunslinger: Even in fantasy anime, gunslingers can find their niche. These gritty masters of ranged weaponry might represent the slow progress of society from a time of kings and the church to a reality filled with steam engines and science; or they can be played as strangers wielding oft-misunderstood weaponry that they struggle to maintain against wizards and monstrous beasts.

Inquisitor: As a religious alternative to the ranger, inquisitors set their sights on a group of enemies and seek them out in an attempt at redemption or vengeance. Their zealotry often finds a place in the party as a hunter of monsters and slayer of enemies.

Magus: Magi blend the concepts of martial combat and arcane magic into something greater than the sum of its parts. Their talents are practiced continually, honed to razor's edge, and their application of spells to their weapons makes them a threat to any who lack a way to defend against either.

Oracle: Cursed by choice or as a punishment for some slight against the gods, oracles turn their plight into power by harnessing and adapting it into something useful. As they do so, oracles also master divine magic gained as a result of their being manipulated by deific entities. With training, they even unlock the mysteries of their power, gaining insight into a greater realm beyond mortality.

Shifter: Shifters are druidic warriors who have foregone the teachings of natural magic while emphasizing the transformation of body and spirit. Dangerous wielders of fang and claw, these battle-hardened defenders of the fey realms prefer to face their enemies head on.

Swashbuckler: Daring and exploitive are the swashbucklers of fantasy anime. They have a knack for finding trouble with the right choice of words and an equally sharp blade in their hand. Pirates and buccaneers at heart, they are at home both on land and sea.

Vigilante: When society fails to protect its people, the vigilante is there to help. Utilizing techniques learned in secret and applied while hiding behind a cowl, the vigilante may be an avenger seeking to right a wrong, or a stalker of their enemies; all while maintaining the outward appearance of a common adventurer or noble.

Witch: The witch takes a more freeform approach to the practice of arcane spellcasting than the wizard. Through occult practice, and a pact with some greater force, the witch not only learns to cast spells, but also gains a retinue of smaller effects known as hexes.

Character Options & Attributes

This final section takes the attributes and class features summarized in classes and provides details on how to use them with both point-based and traditional characters in the same game. For easier reference, some attributes in this section are restated from their *Play Manga d20* version, with a few new twists that allow players to use either in their games.

After attributes comes a small section for defects and restrictions that relate to the classes presented and play well in a fantasy setting.

Finally, we offer a selection of feats as represented for this system. Some class features from the traditional *Pathfinder Roleplaying Game* have been transitioned to this section as they make more sense being available to anybody who can qualify to take them.

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Fantasy Races

種族

Where *Play Manga d20* offered the core races and a few generic anime races to choose from, regardless of genre, this book provides a few more specific options tailored more closely to fantasy stories.

As with previous races, these are created using the race building rules introduced in the *Pathfinder® Roleplaying Game: Advanced Race Guide™*.

Race Point Deconstruction

Every race found in the *Pathfinder® Roleplaying Game* can be broken down into a collection of points and attributes that determine if it is standard, advanced, or monstrous. Using those points, one can construct new races using the races here as guidelines.

When building a race, consider if that race will be standard (8-13 points), advanced (14-22 points), or monstrous (23 or more points). Some traits cost fewer points as an advanced or monstrous character.

Angels, Tenshi

天使

In fantasy anime, angels are often depicted as perfect beings of light and good. They are flawless individuals, whose purpose is to break down evil wherever it may be found.

While some can give a general definition of what is good, nuances in perspective, differences in what is considered good for the individual or society, and perceived norms can change between each angel, which can put them at odds, sometimes even within their own ranks.

An angel who breaks their ethical code becomes evil and is branded a demon. This can be represented as a formality, in title only, or with a physical change into an actual member of the demon race. Depending on the strictures of the world, such a change might be permanent, or fallen angels can be redeemed, although doing so frequently can be viewed as a lack of dedication to their code.

Total Cost: 19 points (advanced).

Tenshi Racial Traits

+2 Dexterity, +2 Charisma: 2 points. Angels are inherently agile and otherworldly.

Medium: 0 points. An angel's size grants no bonuses or penalties.

Base Movement: 0 points. An angel's base speed is 30 feet.

Flight*: 6 points. Angels have a fly speed of 30 feet with average maneuverability.

Outsider: 3 points. An angel is an outsider with the native subtype, which grants it darkvision out to 60 feet.

Angellic Countenance: 4 points. An angel's appearance is different to every creature that perceives it. Some see a beautiful woman with majestic wings, others a fearsome warrior with feathers of steel or light. This grants the angel a +2 racial bonus on all Diplomacy and Intimidate checks. Those skills are always class skills for the angel.

Divine Gift: 3 points. An angel gains the 1st-level cleric domain power from one domain of its choice and may cast the 1st-level domain spell granted by that domain once per day if it has a Wisdom or Charisma score of 11 or higher. The saving throw DC of that spell is 11 + the angel's Wisdom or Charisma modifier. The caster level for these abilities is equal to the angel's character level.

Languages: 1 point. Angels begin play speaking Common and either Abyssal or Celestial. Angels with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Fallen Angel Racial Traits

When an angel falls without transforming into a demon, its racial traits are adjusted to the following with a total cost of 10 points (standard).

* The angel spends 8 points to gain flight 50-feet with average maneuverability, then gets 2 points back for reducing its speed by 20 feet. They can spend 2 points or a feat to increase their speed back to 50.

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+2 Dexterity, +2 Charisma: 2 points. A fallen angel remains dexterous, and while their divinity is muted, they are still naturally becoming and approachable.

Flight: 4 points. A fallen angel's maneuverability is poor, but its flight speed remains 30 feet.

Humanoid: 0 points. A fallen angel is a humanoid with the good subtype, regardless of their actual alignment.

Darkvision: 2 points. Fallen angels retain their darkvision.

Countenance: 1 point. A fallen angel cannot manipulate the perception of others, but still treats Diplomacy and Intimidate as class skills.

Languages: 1 point. A fallen angel still begins play speaking Common and either Celestial or Demonic. Angels with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Alternate Racial Traits

An angel can give up any combination of racial traits to gain one or more of the following traits of the same value instead.

Divine Surge: 3 points. Once per day, an angel with this racial trait can increase any d20 roll it just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 8th level, 1d10 at 14th level, and 1d12 at 20th level. If it becomes mythic, the angel loses this ability and gains Marked for Glory as a bonus feat.

Nurturing: 4 points. Angels with this trait have given up their warrior side to act as purely benevolent creatures who only fight when forced to defend themselves or others. They gain +2 Dexterity, +2 Wisdom, and a +2 racial bonus on all Heal and Sense Motive checks. Those skills are always class skills for the angel. This racial trait alter's the angel's ability scores.

Unsurpassed Talent (Sp): 3 points. At character creation, an angel with unsurpassed talent can choose one of the following spells that it can cast once per day, using its character level as its caster level and affecting itself only. *Bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, or *owl's wisdom.* Once this choice is made, it cannot be changed later.

Tenshi Favored Class Bonuses

Bard: Choose one bardic performance; treat the bard as +1/6 level higher when determining the effects of that performance.

Cavalier: Add +1/4 to the cavalier's bonus on damage against targets of his challenge.

Cleric: Add +1/2 to damage when using positive energy against undead or using Alignment Channel to damage evil outsiders.

Inquisitor: Add +1/2 on Intimidate, Knowledge, and Sense Motive checks made against outsiders.

Oracle: Add +1/6 to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add +1/6 to the morale bonus on saving throws provided by the paladin's auras.

Sorcerer: Add +1/4 to the sorcerer's caster level when casting spells with the good descriptor.

Summoner: Add DR 1/evil to the summoner's eidolon. Each additional time the summoner selects this benefit, the DR/evil increases by +1/2 (maximum DR 10/evil).

Tenshi Archetype

The following archetype is available to all angels, their kin, and those deemed worthy of the specialized training involved.

Archangel (Paladin Archetype)

An archangel is a warrior of the heavens, devoted to the destruction of excess evil in the name of maintaining universal balance. She is a champion of good, and a hero to those who cannot protect themselves.

Armor Proficiency: Archangels are not proficient with heavy armor.

Smite Evil: An archangel gains smite evil 1/day at 4th level, +1/day at 10th, 16th, and 19th level. This alters smite evil.

Divine Wrath (Ex): At 1st level, an archangel can enter a divine wrath, gaining the strength and tenacity to overcome her enemies. This functions as barbarian rage, and improves in the same way at 11th level and again at 20th level. This replaces divine bond.

Indomitable Will: At 14th level, the archangel gains indomitable will, as the barbarian class feature.

Tireless Wrath (Ex): At 17th level, the archangel is no longer fatigued at the end of her divine wrath. This functions as the barbarian's tireless rage ability.

Demons, Akuma

悪魔

Akuma are the evil parallel to the tenshi. They are most often depicted as vile, ugly creatures, intent on spreading death and disorder. Even half-fiends are regarded with distrust, forcing them to fight for every bit of respect they earn.

A demon who redeems itself becomes good and may transform into an angel, or simply cease to be a demon in the eyes of society. Such a being must tread carefully, however, as the road to redemption is long, but the path to damnation is lined in good intention.

Total Cost: 19 points (advanced).

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Akuma Racial Traits

+2 Strength, +2 Charisma: 2 points. Demons are inherently strong and otherworldly.

Demonic Pride: 4 points. Demons are skilled liars in all aspects. They gain a +2 racial bonus on all Bluff and Use Magic Device checks. Those skills are always class skills for a demon.

Fleet-Footed: 3 points. A demon's base speed is 30 feet. They receive Run as a bonus feat and a +2 racial bonus on initiative checks.

Gliding Wings: 3 points. Demons take no damage from falling (as if subject to a constant non-magical feather fall spell). While in midair, a demon can move up to 5 feet in any horizontal direction for every 1 foot it falls, at a speed of 60 feet per round. A demon with gliding wings cannot gain height with these wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a demon to rise, it can take advantage of the updraft to increase the distance it can glide.

Outsider: 3 points. A demon is an outsider with the native subtype, which grants it darkvision out to 60 feet.

Swift as Shadows: 3 points. Demons reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.

Languages: 1 point. Demons begin play speaking Common and either Abyssal or Celestial. Demons with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Half-Demon Racial Traits

Half-demons are humanoids with the evil subtype, regardless of their actual alignment. They retain their darkvision, and treat Bluff and Use Magic Device as class skills, though they no longer gain the +2 racial bonus on those skill checks. They are a standard race worth 10 points total.

Alternate Racial Traits

A demon can give up any combination of racial traits to gain one or more of the following traits of the same value instead.

Cunning: 4 points. A demon with this trait prefers direct exploitation of others over manipulation. They gain +2 Strength, +2 Intelligence, and a +2 racial bonus on all Intimidate and Linguistics checks. Those skills are class skills for the demon.

Divine Gift: 3 points. A demon gains the 1st-level cleric domain power from one domain of its choice and may cast the 1st-level domain spell granted by that domain once per day if it has a Wisdom or Charisma score of 11 or higher. The saving throw DC of that spell is 11 + the demon's Intelligence or Charisma modifier. The caster level for these abilities is equal to the demon's character level.

Flight: 6 points. Demons who were once angels sometimes retain their a fly speed of 30 feet with average maneuverability, as well as their 30-foot base movement.

Akuma Favored Class Bonuses

Alchemist: Add +1/2 to the alchemist's bomb damage.

Cleric: Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders.

Druid: Add a +1 bonus on wild empathy checks made to improve the attitude of fiendish animals.

Inquisitor: Add a +1/2 bonus on Intimidate checks and Knowledge checks to identify creatures.

Magus: Add +1/4 point to the magus's arcane pool.

Paladin: Add +1 to the amount of damage the paladin heals with lay on hands, but only when the paladin uses that ability on herself.

Rogue: Add +1/2 to sneak attack damage dealt to creatures with the outsider type.

Sorcerer: Add +1/2 to the number of times per day a sorcerer can use the corrupting touch infernal bloodline power, or +1 to the total number of rounds per day the sorcerer can use the claws abyssal bloodline power. The sorcerer must possess the applicable power to select these bonuses.

Summoner: Add +1 hit point or +1 skill rank to the summoner's eidolon.

Witch: The witch's familiar gains resistance 1 against cold, electricity, or fire. Each time the witch selects this reward, increase the familiar's resistance to one of these energy types by 1 (maximum 5 for any one type). If the witch ever replaces her familiar, the new familiar has these resistances.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

Akuma Archetype

Archdemon (Antipaladin Archetype)

Archdemons function as archangels, but they can also give up all of their antipaladin spells to gain barbarian rage powers at 4th level and every 3 levels thereafter.

Dragons, Ryu

竜

The dragons of fantasy anime take many different forms; ranging from traditionally draconic to almost human. Some begin as one and end up as the other, while more seek a balance between the two, ultimately growing more powerful while either maintaining their humanity, or learning to harness it over their animalistic tendencies.

The ryu fall into the category of being near-human in their form, if draconian in their personalities and actions. Over time, those who seek to build on their heritage might choose levels in the dragon class presented on page xx.

Total Cost: 19 points (advanced)

Ryu Racial Traits

+2 Strength, +2 Charisma: 2 points. Like demons, dragons are both physically strong and forcefully intimidating.

Medium: 0 points. A dragon's size grants no bonuses or penalties.

Base Movement: 0 points. A dragon's base speed is 30 feet.

Dragon: 3 points. Ryu have the dragon type.

Darkvision: 2 points. Dragons have the darkvision 60 feet racial trait.

Low-Light Vision: 1 point. Dragons can see twice as far as humans in conditions of low light.

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Dragon Immunities: 4 points. Dragons are immune to magical sleep effects and paralysis effects.

Dragon Punch: 1 point. Dragons have a natural slam attack. This is a primary attack which deals 1d6 bludgeoning damage + their Strength modifier on a hit.

Natural Appraiser: 3 points. Choose two of the following skills—Appraise, Sense Motive, Spellcraft, or Use magic Device. Once this choice is made, it cannot be changed. Those skills are always class skills for the dragon, and the dragon gains a +2 racial bonus on all checks made with one of them.

Hoard Sense (Sp): 3 points. Dragons can inherently detect the value of objects, and accurately guess the worth of even scattered amounts of currency. This functions as a continual *detect magic* effect, except as noted here.

- On the 1st round, the dragon detects the presence or absence of something of value. Most dragons learn to ignore minor amounts of copper, or even silver, depending on their experience, though one might choose to sense those if seeking out something in particular.
- On the 2nd round, the dragon detects the number of different collections of gold or other valuable objects within the area, and the approximate worth of the most potent object or collection of currency.
- On the 3rd round, the dragon can sense the strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the dragon can make an Appraise determine the exact value of each. (Make one check per aura: DC 15 + 1/2 the treasure's effective level.) If the aura emanates from a magic item, the dragon can even attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of currency, or strong local magical emanations may distort or conceal weaker auras.

An aura's power depends on the effective level of the treasure it is part of. For example, if the detected currency is part of a 5th-level treasure hoard, it might have a faint aura, while a 12th-level treasure has a strong aura. A small pile of assorted gold and gems might register as moderate, except for the 10,000 gp pearl in its center which detects as overwhelming by itself.

Half-Ryu Racial Traits

Sons and daughters of the dragon are a common trope in fantasy manga. These special individuals are more human even than their predecessors may appear. They live mundane, human lives, have very human emotions, and struggle with the average world while knowing they're different.

Total Cost: 10 points (standard).

+2 to one ability score: 0 points. Half-ryu gain a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Base Movement: 0 points. A half-ryu's base speed is 30 feet.

Reptilian: 0 points. Half-ryu are humanoids with the reptilian subtype. You count as both a human and a ryu when meeting the prerequisites of feats.

Low-Light Vision: 1 point. Half-ryu can see twice as far as humans in conditions of low light.

Humanis Draconis: 3 points. Choose acid, cold, electricity, or fire. The half-ryu knows and can cast *burning hands* as a spell-like ability a number of times per day equal to its Constitution modifier (minimum 1), dealing damage of the chosen type. The saving throw DC for the spell uses the half-ryu's Constitution modifier, and its caster level is equal to its character level. Regardless of the spell's description, the half-ryu breaths it out of its mouth, as if it were a dragon.

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Improved Unarmed Strike: 2 points. Half-ryu begin play with Improved Unarmed Strike as a bonus feat.

Lesser Hoard Sense (Sp): 1 point. This functions as the dragon's hoard sense, except the half-ryu can only use it once per day. The half-ryu can spend a feat to gain the full racial trait instead.

Natural Appraiser: 3 points. As the dragon racial trait.

Alternate Racial Traits

A dragon can give up any combination of racial traits to gain one or more of the following traits of the same value instead.

Dragon Scales: 3 points. Some dragons bear more resemblance to lizardfolk, with scales of varying colors coating their bodies. Choose acid, cold, electricity, or fire. The dragon gains resistance 5 to damage of that type, and a +1 natural armor bonus.

Ryu Favored Class Bonuses

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Barbarian: While you are raging, your racial natural attacks deal +1/4 point of damage.

Bard: Treat the bard's level as +1/2 level higher for the purpose of determining the effect of the fascinate bardic performance.

Cavalier: Add 5 feet (up to 15 feet maximum) to the cavalier's mount's speed when it uses the charge or withdraw action.

Cleric: Add +1 to channel energy damage dealt to creatures denied their Dexterity bonus to AC (whether or not the creature has a Dexterity bonus to AC).

Druid: Add +1/2 to the druid's wild empathy bonus.

Fighter: Add +1/2 to damage rolls the fighter makes with weapon attacks against an opponent he is flanking or an opponent that is denied its Dexterity bonus to AC.

Gunslinger: Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +4).

Inquisitor: Add 1/2 to Survival checks made to track creatures in total darkness.

Magus: Add a +1/2 bonus on concentration checks made to cast defensively.

Monk: Add +1/3 to the monk's AC bonus class ability.

Oracle: Add +1/4 to the armor or natural armor bonus granted by oracle spells she casts on herself.

Paladin: Add 1/4 to the deflection bonus granted by your smite evil ability.

Ranger: Add +1/4 to the number of opponents the ranger may select when using hunter's bond to grant a bonus to allies. All selected creatures must be of the same type.

Rogue: Add +1/2 to the rogue's trap sense bonus to AC.

Sorcerer: Choose acid, cold, electricity, or fire damage. Add +1/2 point of the chosen energy damage to spells that deal the chosen energy damage cast by the sorcerer.

Summoner: Add +1/4 to the summoner's shield ally bonus (maximum +2).

Witch: Add +5 feet to the distance at which her familiar grants the Alertness feat (maximum +20 feet).

Wizard: Add 1/2 to your familiar's Will saves against enchantment effects, or increase the hit points of your bonded item by 1.

Ryu Feats

Draconic Appraisal

Prerequisites: Dragon, natural appraiser racial trait.

Benefit: You treat all skills from natural appraiser as class skills, and gain a +2 bonus on another of those skills of your choice. If you have 10 or more ranks in either of your chosen skills, the bonus increases to +4.

Special: The bonus granted to skills does not stack with other feats such as Alertness.

Dragon Sorcerer

Prerequisites: 1st-level sorcerer, ryu.

Benefit: You can select your bloodline spells from the draconic bloodline. Once per day, you may cast a 1st or 2nd-level draconic bloodline spell as a spell-like ability. Your caster level with this spell is equal to your sorcerer level.

Dragon Strike

Prerequisites: Ryu, dragon punch racial trait.

Benefit: Your dragon punch deals 1d8 bludgeoning damage on a hit, with a critical multiplier of x3. You can treat your dragon punch as a manufactured weapon when using two-weapon fighting, and you can enchant your dragon punch as if it were a masterwork warhammer.

Dragon Warrior

Prerequisites: Improved Unarmed Strike, base attack bonus +1, ryu.

Benefit: Choose acid, cold, electricity, or fire. Your unarmed strike or natural slam attack deals +1 extra damage of that type on a hit. This extra damage is multiplied on a critical hit.

Special: A ryu with dragon punch meets the Improved Unarmed Strike prerequisite of this feat.

Monsters, Kaibutsu

怪物

In anime and manga, even the monsters themselves can be heroes or villains, depending on their story and the world in which they are found. The kaibutsu are a small subsection of those monsters who portray themselves as humanoid initially, but use alternate forms to transcend their humanity and achieve greater power by revealing the truth behind the mask in dramatic fashion.

Whether the kaibutsu is a monster or human first is irrelevent during character creation. No matter what it may begin as, it is now a combination of the two, likely leading a normal life most of the time, only to transform itself when put into danger or other mitigating circumstances.

Total Point Cost: 12 points (standard).

Kaibutsu Racial Traits

+2 Constitution, +2 Charisma, –2 Dexterity: 0 points. A kaibutsu is tougher than an average human, and practiced in the art of subtlety and deception, but a life spent between two worlds makes its humanoid form generally more awkward.

Medium: 0 points. A kaibutsu's size grants no bonuses or penalties.

Base Movement: 0 points. A kaibutsu's base speed is 30 feet.

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Monstrous Humanoid: 3 points. Kaibutsu are monstrous humanoids, which grants them darkvision out to 30 feet.

Alternate Form*: 6 points. All kaibutsu begin play with 2 ranks of alternate form, worth 3 points each. This grants the kaibutsu an entirely different form that it builds from scratch using 28 points. The kaibutsu can remain in its alternate form for a total number of minutes each day equal to its character level. It can change back and forth between forms at will as a full-round action, but when entering its alternate form, it spends those uses in 1-minute increments.

Kaibutsu Resistances: 2 points. A kaibutsu's alternating forms grants it not only the element of surprise. Choose Great Fortitude, Iron Will, or Lightning Reflexes. The Kaibutsu gains the chosen feat as a bonus feat at creation. Once chosen, this feat cannot be changed.

Natural Liar: 3 points. Hiding their true selves makes kaibutsu better at lying in general. They gain a +1 racial bonus on all Bluff and Disguise checks, and those skills are always class skills for the kaibutsu.

Supernatural Allergy: –2 points. Kaibutsu are vulnerable to attacks made with cold iron or silver weapons, taking half-again as much damage as is dealt to them (determined after a critical hit is applied). A kaibutsu's alternate form retains this allergy unless it spends points from that attribute to remove it.

Kaibutsu Favored Class Bonuses

Alchemist: Add +1/4 to the alchemist's natural armor bonus when using mutagen.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Bard: Reduce arcane spell failure chance for casting bard spells when wearing medium armor by +1%. Once the total reaches 10%, the bard also receives Medium Armor Proficiency, if she does not already possess it.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Druid: Add +1/3 to natural armor when using wild shape.

Fighter: Add +1 to the Fighter's CMD when resisting a bull rush or trip.

Inquisitor: Add +1/2 to the inquisitor's level for the purpose of determining the effects of one type of judgment.

Magus: Select one known magus arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. Once that magus arcana is usable twice per day, the magus must select a different magus arcana.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add a +1 bonus on concentration checks when casting paladin spells.

Rogue: Gain a +1/2 bonus on Spellcraft checks to identify the properties of magic items and a +1/2 bonus on Use Magic Device checks to emulate a race.

Swashbuckler: Increase the total number of points in the swashbuckler's panache pool by 1/4.

Kaibutsu Feats

Fast Transformation

Prerequisites: Kaibutsu, alternate form racial trait.

Benefit: You can enter your alternate form as a standard action. If you also have the Hybrid Form feat, you can enter your hybrid form as a swift action, and you can enter your full alternate form from your hybrid form as a move action.

Hybrid Form

Prerequisites: Con 13, kaibutsu, alternate form racial trait.

Benefit: Select up to 4 points of attributes possessed by your alternate form. You can spend a standard action to gain the benefits of those traits for a number of rounds equal to your Constitution modifier.

Special: You can select this feat twice.

Improved Alternate Form

Prerequisites: Kaibutsu, alternate form racial trait.

Benefit: Your alternate form gains 8 additional points to spend, and you can maintain it for up to 2 extra minutes each day.

* A kaibutsu that wishes to retain its other racial traits and its class would have approximately 8 points left to spend on other attributes, since its race would cost 6 points + its class which costs 14 (ignore the initial 20-point cost if keeping the same class).

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Ogres, Oni

鬼

The ogres found in fantasy anime and manga are brutish, ugly creatures with a penchant for violence. Whether they are evil or not, the methods of ogres often leave something to be desired by those who follow strictly good practices. In ogre society, might makes right, and those ogres who strike out on their own hold onto that belief as they seek out a group who will accept them for the raw strength they bring to battle.

The commonly used word for most adventuring ogres is oni; a bastardization of the ogre magi who rule over and lead ogre society as a whole.

Total Cost: 10 points (advanced).

Oni Racial Traits

+4 Strength, –2 Dexterity, –2 Intelligence: 2 points. Ogres are far more powerful than the average human, but slower and not nearly as intelligent.

Large: 7 points. Oni are Large creatures. They take a –1 size penalty to their AC, a –1 size penalty on attack rolls, a +1 bonus on combat maneuver checks and to their CMD, and a –4 size penalty on Stealth checks. An ogre takes up a space that is 10 feet by 10 feet.

Reach: 1 point. Oni have a natural reach of 10 feet.

Slow Speed: –1 points. An ogre's base speed is 20 feet, but its speed is never modified by armor or encumbrance.

Giant: 0 points. Oni are humanoids with the giant subtype.

Darkvision: 2 points. Oni gain darkvision out to 60 feet.

Inexorable: 1 point. If an oni's most recent action was to move, it gains a +10-foot bonus to its movement speed on its next move action.

Thick-Skinned: 2 points. Oni gain a +2 natural armor bonus. Falling below 50% of its total hit points, or being successfully critical hit negates this bonus until the oni is healed of the damage it was dealt and brought above 50% of its total hit points.

Born of Stone: –2 points. Prolonged exposure to natural sunlight can petrify an oni, which takes 1 point of Dexterity damage after every hour it is exposed to sunlight. If the oni reaches 0 hit points, it turns to stone and effectively dies.

Light Blindness: –2 points. Abrupt exposure to bright light blinds an oni for 1 round; on subsequent rounds, the oni is dazzled as long as it remains in the affected area.

Alternate Racial Traits

Oni Mage: 2 points. An oni mage gains +2 Strength, +2 Intelligence, –2 Dexterity, and chooses one 2nd-level or lower wizard spell that it can cast as a spell-like ability once per day. Its effective caster level with this spell is equal to the oni's character level, and the saving throw of this ability is Intelligence-based. This alters the oni's ability scores.

Oni Favored Class Bonuses

Alchemist: Add +10 minutes to the duration of the alchemist's mutagens.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Cavalier: Add +1 to the cavalier's CMB when making bull rush or overrun combat maneuvers against a challenged target.

Druid: Add +1/2 to the damage dealt by the druid's animal companion's natural attacks.

Fighter: Add +2 to the Fighter's Constitution score for the purpose of determining when he dies from negative hit points.

Ranger: Add +1 hit point to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus hit points.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

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Fantasy Classes

Play Manga d20 from d20pfsrd.com Publishing breaks down the core classes and the summoner into a 300 point system that allows for easier creation of new classes and similar features through level-by-level construction.

Using that system, we provide additional options here that tie into the base classes alchemist, cavalier, gunslinger, inquisitor, magus, oracle, shifter, vigilante, and witch.

The swashbuckler hybrid class is also represented, as it ties well into fantasy manga, and the dragon class is introduced to provide a way to play such mighty adventurers.

Page Numbers: Attributes found exclusively in *Play Manga d20* are listed with a [P] right before their page number.

Table: Alchemist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Alchemical extracts +1, explosives +1, bonus feat +2, mutagen
2nd	+1	+3	+3	+0	Discovery, poison resistance +2, bonus feat
3rd	+2	+3	+3	+1	Explosives +1, swift alchemy
4th	+3	+4	+4	+1	Alchemical extracts +1, discovery
5th	+3	+4	+4	+1	Explosives +1, poison resistance +4
6th	+4	+5	+5	+2	Discovery, swift poisoning
7th	+5	+5	+5	+2	Alchemical extracts +1, explosives +1
8th	+6/+1	+6	+6	+2	Discovery, poison resistance +6
9th	+6/+1	+6	+6	+3	Explosives +1
10th	+7/+2	+7	+7	+3	Alchemical extracts +1, discovery, exceptional resistance (minor immunity)
11th	+8/+3	+7	+7	+3	Explosives +1
12th	+9/+4	+8	+8	+4	Discovery
13th	+9/+4	+8	+8	+4	Alchemical extracts +1, explosives +1
14th	+10/+5	+9	+9	+4	Discovery, persistent mutagen
15th	+11/+6/+1	+9	+9	+5	Explosives +1
16th	+12/+7/+2	+10	+10	+5	Alchemical extracts +1, discovery
17th	+12/+7/+2	+10	+10	+5	Explosives +1
18th	+13/+8/+3	+11	+11	+6	Discovery, instant alchemy
19th	+14/+9/+4	+11	+11	+6	Explosives +1
20th	+15/+10/+5	+12	+12	+6	Grand Discovery

Alchemist

錬金術師

Where magic fails, science reigns. After all, what is magic if not just science yet to be explained? Alchemists take this to heart, learning to craft seemingly magical draughts and discovering powerful ways to alter the chemistry of the body. They're also quite handy with explosives.

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	[P]65
Skill Ranks: 4 + Int modifier	2 per rank (40)	[P]68
Intellectual	20 points (20)	[P]67
Base Attack: Moderate	2 + 2 per rank (32)	[P]83
Bonus Attacks: 2	4 per rank (8)	[P]83
Saves: Fortitude, Reflex	2 per rank (60)	[P]65
Weapon Proficiencies	Simple (6)	[P]100
Armor Proficiencies	Light (3)	[P]99
Alchemical Extracts	6 per rank (36)	26
Alternate Form	Mutagen (6)	27
Explosives	3 per rank (30)	26
Bonus Feats	2 per feat (6)	[P]67
Instant Alchemy	1 point (1)	37
Swift Alchemy	1 point (1)	37
Swift Poisoner	1 point (1)	37
Discoveries	1 per rank (10)	26
Grand Discovery	2 points (2)	27
Exceptional Saves (poison)	1 per rank (6)	[P]64
Minor Immunity (poison)	2 points (–4)	[P]64
Defects & Restrictions		
Extract List	Alchemist (–4)	12
Total Attributes	300 points	

Class Skills: Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Alchemist Favored Class Bonuses

Android: The alchemist gains electricity resistance 1. Each time this reward is selected, increase the electricity resistance by +1. This does not stack with resistance gained from other sources.

Dhampir: Add +10 minutes to the duration of the alchemist's mutagens.

Rabbitfolk: Add +1/2 to the alchemist's bomb damage.

Slime: Add +1/2 to the number of bombs per day the alchemist can create.

Alchemist Archetype & Class Option

Alchemist Discoveries

Dangerous Potions, Lesser: Requires the infusion discovery and alchemical extracts (rank 2). The alchemist adds a number of 2nd-level or lower wizard spells equal to his Intelligence modifier as formulae to his alchemy book. Those spells must be able to target a single creature or object and cause a negative effect with a duration greater than instantaneous.

To administer a dangerous potion, the alchemist must make a touch attack against their target. If the spell already requires a touch attack, this takes that attack's place. The creature is then allowed to make any necessary saving throws to avoid or reduce the effect as normal.

Dangerous Potions: Requires lesser dangerous potions and alchemical extracts (rank 4). The alchemist adds a number of 4th-level or lower wizard spells as formulae to his alchemy book. Those spells must meet the same requirements as explained above.

Dangerous Potions: Requires dangerous potions and alchemical extracts (rank 6). The alchemist adds a number of 6th-level or lower wizard spells as formulae to his alchemy book. Those spells must meet the same requirements as explained above.

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Potions Master (Archetype)

A potions master is an alchemist who focuses his studies on alchemy to the exclusion of other practices, such as explosives and poison. An artisan with decanters and vials, the potions master eventually surpasses other alchemists in that field and blazes new ground in the creation of magical elixirs and extracts.

Hit Dice and Base Attack: A potions master's Hit Die is d6, and his base attack is equal to 1/2 of his alchemist level, as the wizard. This alters the alchemist's Hit Dice and base attack.

Alchemy: A potion's master gains access to all spells that can target a single creature or object and provide a beneficial effect. He can write the formulae for these potions and oils into his spellbook just like any alchemist, provided he can create extracts of that spell level and has access to somebody who can demonstrate the spell for him first.

The potions master uses the full prepared spell list to determine when he gains new extract levels (typically at every odd level, up to 9th-level extracts at 17th level).

This alters alchemy and replaces explosives, throw anything, swift alchemy, and instant alchemy.

Mutagens: A potion's master gains mutagen at 2nd level, and persistent mutagen at 6th level. This replaces the discovery gained at 2nd level, poison resistance, and poison immunity.

Potions Master Extract List

The 1st through 2nd-level extracts presented here are also available to any character with the alchemical extracts attribute.

1st—*animate rope, arcane mark, comprehend languages, cure light wounds, detect magic, detect poison, detect secret doors, detect undead, disguise self, endure elements, enlarge person, erase, expeditious retreat, feather fall, grease, hold portal, identify, jump, mage armor, magic aura, magic weapon, mending, open/close, prestidigitation, protection from chaos/evil/good/law, read magic, reduce person, resistance, shield, true strike, ventriloquism*

2nd—*arcane lock, bear's endurance, blur, bull's strength, cat's grace, continual flame, cure moderate wounds, darkvision, detect thoughts, eagle's splendor, false life, fox's cunning, invisibility, knock, levitate, locate object, magic mouth, make whole, mirror image, misdirection, obscure object, owl's wisdom, rope trick, phantom trap, protection from arrows, resist energy, see invisibility, spider climb*

3rd—*arcane sight, beast shape I, blink, cure serious wounds, dispel magic* (objects only), *displacement, fly, gaseous form, gentle repose, greater magic weapon, haste, heroism, illusory script, keen edge, nondetection, protection from energy, rage, secret page, shrink item, tongues, water breathing*

4th—*animate dead, beast shape II, cure critical wounds, detect scrying, elemental body I, fire shield, fire trap, greater invisibility, lesser globe of invulnerability, locate creature, remove curse, resilient sphere, stoneskin, stone shape*

5th—*animal growth, beast shape III, break enchantment, breath of life, contact other plane, elemental body II, fabricate, magic jar, overland flight, permanency, plant shape I, polymorph, secret chest, seeming (self only), teleport, transmute mud to rock, transmute rock to mud*

6th—analyze dweomer, *antimagic field, beast shape IV, contincency, disintegrate (object only), elemental body III, form of the dragon I, globe of invulnerability, greater dispel magic (object only), greater heroism, legend lore, mislead, plant shape II, repulsion, shadow walk, stone to flesh, transformation, true seeing*

7th—*elemental body IV, ethereal jaunt, form of the dragon II, giant form I, greater arcane sight, greater polymorph, greater teleport, instant summons (oil placed on object beforehand), limited wish*, phase door, plant shape III, resurrection, sequester, spell turning, statue, vision*

8th—*discern location, form of the dragon III, giant form II, iron body, mind blank, moment of prescience, protection from spells, screen, telekinetic sphere*

9th—*astral projection (self only), etherealness, foresight, mage's disjunction (object only), refuge, shapechange, time stop, wish**

*This spell typically replicates spells that can target a single creature and provide a beneficial effect. If the spell causes a negative effect, it can be replicated only if the spell is 8th-level or lower and the character has the greater dangerous potions discovery.

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Table: Cavalier

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Bond, challenge +1, order, tactician +1
2nd	+2	+3	+0	+0	Order ability
3rd	+3	+3	+1	+1	Cavalier's charge
4th	+4	+4	+1	+1	Challenge +1, expert trainer
5th	+5	+4	+1	+1	Inspire courage +1, tactician +1
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Challenge +1
8th	+8/+3	+6	+2	+2	Order ability
9th	+9/+4	+6	+3	+3	Greater tactician
10th	+10/+5	+7	+3	+3	Challenge +1, inspire courage +1, tactician +1
11th	+11/+6/+1	+7	+3	+3	Mighty charge
12th	+12/+7/+2	+8	+4	+4	Bonus feat, demanding challenge
13th	+13/+8/+3	+8	+4	+4	Challenge +1
14th	+14/+9/+4	+9	+4	+4	Inspire greatness +1
15th	+15/+10/+5	+9	+5	+5	Inspire courage +1, order ability, tactician +1
16th	+16/+11/+6/+1	+10	+5	+5	Challenge +1
17th	+17/+12/+7/+2	+10	+5	+5	Inspire greatness +1, master tactician
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Challenge +1, inspire greatness +1
20th	+20/+15/+10/+5	+12	+6	+6	Inspire courage +1, supreme charge , tactician +1

Cavalier

キャバリエ

Cavaliers are expert horsemen and superior strategists. With their banners held high, they stride into battle and challenge those who oppose their order.

Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	P65
Skill Ranks: 4 + Int modifier	2 per rank (40)	P68
Base Attack: Full	2 + 2 per rank (42)	P83
Bonus Attacks: 3	4 per rank (12)	P83
Saves: Fortitude	2 per rank (48)	P65
Weapon Proficiencies	Martial (12)	P100
Armor Proficiencies	Heavy (6)	P99
Shield Proficiencies	Shields (3)	P65
Bond	2 per rank (6)	P79
Bonus Feats	3 per feat (9)	P67
Cavalier's Charge	2 points (2)	37
Tactician	2 +1 per rank (7)	28
Greater Tactician	2 points (2)	28
Master Tactician	2 points (2)	28
Mighty Charge	2 points (2)	37
Challenge	2 per rank (14)	33
Demanding Challenge	1 point (1)	33
Expert Trainer	3 points (3)	28
Inspire Courage	2 per rank (8)	P72
Inspire Greatness	3 per rank (9)	P73
Order	2 +2 per rank (10)	32
Supreme Charge	3 ponts (3)	36
Defects & Restrictions		
Code of Conduct	Edict (–1)	32
Total Attributes	300 points	

Class Skills: Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Cavalier Favored Class Bonuses

Aasimar: Add +1/4 to the cavalier's bonus on damage against targets of his challenge.

Dhampir: Grant a +1/6 morale bonus on all Will saves when using inspire courage.

Goblin: Add +1 hit points to the cavalier's mount companion. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Ogre: Add a +1/2 bonus on Intimidate and Ride.

Orc: Add +1 to CMB when making bull rush or overrun combat maneuvers against a challenged target.

Rabbitfolk: Grant a +1/6 morale bonus on all Reflex saves when using inspire courage.

Slime: Add +1/2 to the number of bombs per day the alchemist can create.

Tiefling: Add +1 foot to the cavalier's mount's base speed.

Cavalier Archetypes

Oathsworn (Archetype)

An oathsworn is a cavalier whose bond to his allies grants him a greater ability to protect them through both martial prowess and mystical gifts.

Sacred Duty (Ex): An oathsworn's sacred duty is to protect his allies at any cost, even that of his life. An oathsworn who does not make every attempt to prevent the loss of an ally loses his oathsworn abilities until the ally is recovered or the oathsworn atones. This alters and replaces the cavalier's order.

Life Link (Su): At the beginning of each day, an oathsworn can choose one of his allies with whom he forms a life link. If his ally is within the oathsworn's line of sight and would take damage enough to reduce it to 0 or fewer hit points, the oathsworn can use an immediate action to pay his own hit points equal to the damage, preventing it from being dealt to his ally. If the oathsworn does not have enough hit points to pay, he instead reduces the damage by an amount equal to his current hit points, which reduces him to 0 hit points and renders him unconscious, but stable.

Beginning at 8th level, the oathsworn can spend a full-round action to change the ally with whom he shares his life link. At 11th level, he can do this as a standard action, and at 15th level, he can do this as a swift action.

This replaces mount.

Combat Style (Ex): At 2nd level, an oathsworn's martial practices advance beyond those of other cavaliers. He gains a combat style feat as a ranger of his cavalier level. He gains additional combat style feats at 6th level and every 4 levels thereafter. This replaces the cavalier's bonus feats and expert trainer.

Sacred Bond (Su): At 3rd level, an oathsworn's bond to his allies grants him a sacred boon that he can apply to his weapon as a standard action for up to 1 minute per cavalier level each day. This functions as the paladin's divine bond class feature and applies to the oathsworn's weapon in the same way (beginning at 3rd instead of 5th). This replaces cavalier's charge, mighty charge, and supreme charge.

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Breath of Life (Sp): At 8th level, the oathsworn gains the ability to cast *breath of life* on the ally with whom he shares a life link once per day as a cleric of his cavalier level. He can do this twice per day at 11th level, and up to 3 times per day at 15th level. At 15th level, the oathsworn can cast *resurrection* on his ally instead, taking the penalties caused by that spell for himself.

Shinshi (Archetype)

A shinshi is a lover of music, horses, and firearms. Some cultures may refer to the shinshi as a caballero, or gentleman hero. A wanderer from a different land, the shinshi swoops in at the first sign of danger, resolves the conflict without losing stride, and leaves just as quickly.

Weapon and Armor Proficiency: A shinshi is proficient with all simple and martial weapons, as well as firearms and light armor. They are not proficient with shields.

Gunsmith (Ex): At 1st level, a shinshi gains one firearm of his choice. This starting weapon is battered, and only the shinshi knows how to use it properly. All other creatures treat the shinshi's gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 cy when sold). The shinshi also gains Gunsmithing as a bonus feat.

Challenge (Su): A shinshi that challenges a creature he can see while wielding his firearm deals +1 damage against that creature with his firearm ranged attacks. This damage increases by +1 at 5th level, and every 4 levels thereafter.

If the target of the shinshi's challenge moves into or out of melee range, the shinshi can spend a swift action to change his challenge appropriately. This alters challenge.

Bardic Performance (Su): At 2nd level, a shinshi gains bardic performance as a bard of his cavalier level.

This ability replaces the cavalier's order ability gained at 2nd level, as well as his bonus feats, expert trainer, tactician, greater tactician, and master tactician.

Dragon

模範

Dragons are deadly adversaries, who become an even stronger threat as they age. Through special rites, members of the dragon class become dragons and age rapidly as they gain experience.

Class Features	Point Cost	Pg
Hit Die: d12	4 per rank (80)	P65
Skill Ranks: 4 + Int modifier	2 per rank (40)	P68
Base Attack: Full	2 + 2 per rank (42)	P83
Bonus Attacks: 3	4 per rank (12)	P83
Saves: Fortitude, Reflex, Will	2 per rank (72)	P65
Draconic Defense	3 +1 per rank (10)	27
Draconic Gift	1 +2 per rank (13)	29
Draconic Sorcery	3 points (3)	29
Draconic Weaponry	4 per rank (16)	34
Exceptional Resistance	1 per rank (6)	P64
Natural Attack	Claws (2)	P84
Size Change*	5 per rank (20)	P75
Defects & Restrictions		
Compulsion	–2 points (–2)	36
No Favored Class Bonus	–10 points (–10)	37
Permanent	size change (–4)	P93
Total Attributes	300 points	

Class Skills: Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), Use Magic Device (Cha).

A sample of draconic defenses and weaponry can be found in the Attributes sections. For more compatible choices, check out Rite Publishing's *In the Company of Dragons*.

Dragon Favored Class Bonuses

A dragon that only grows to huge size can still gain favored class bonuses (giving up the 2 extra size categories instead of giving up their bonus). These bonuses are also available dragons with the dragon spirit archetype.

Like giant robots in *Play Manga d20*, a dragon's race is representative of the type of dragon it is. A more traditional dragon might also have the dragon race, while one that is more feline in nature might be considered catfolk, and so on. This should open up interesting opportunities to play unique dragons over common, lizard-like creatures.

Android: Deal +1/4 electricity damage with the elemental scales draconic weaponry.

Angel: Deal +1/4 positive energy damage with one draconic weaponry that deals damage.

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Table: Dragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+2	Claws, draconic weaponry, exceptional resistance +1
2nd	+2	+3	+3	+3	Draconic defense
3rd	+3	+3	+3	+3	Draconic gift
4th	+4	+4	+4	+4	Size change +1
5th	+5	+4	+4	+4	Draconic defense, exceptional resistance +1
6th	+6/+1	+5	+5	+5	Draconic gift
7th	+7/+2	+5	+5	+5	Draconic weaponry
8th	+8/+3	+6	+6	+6	Draconic defense, size change +1
9th	+9/+4	+6	+6	+6	Draconic gift
10th	+10/+5	+7	+7	+7	Exceptional resistance +2, draconic sorcery
11th	+11/+6/+1	+7	+7	+7	Draconic defense
12th	+12/+7/+2	+8	+8	+8	Draconic gift, size change +1
13th	+13/+8/+3	+8	+8	+8	Draconic weaponry
14th	+14/+9/+4	+9	+9	+9	Draconic defense
15th	+15/+10/+5	+9	+9	+9	Exceptional resistance +1, draconic gift
16th	+16/+11/+6/+1	+10	+10	+10	Size change +1
17th	+17/+12/+7/+2	+10	+10	+10	Draconic defense
18th	+18/+13/+8/+3	+11	+11	+11	Draconic gift
19th	+19/+14/+9/+4	+11	+11	+11	Draconic weaponry
20th	+20/+15/+10/+5	+12	+12	+12	Draconic defense, exceptional resistance +1, size change +1

Catfolk: Gain a +1/2 bonus on Acrobatics checks.

Demon: Gain a +1/2 bonus on Intimidate checks.

Dhampir: Deal +1/4 negative energy damage with one draconic weaponry that deals damage.

Ogre: Deal +1/4 damage with the elemental scales draconic weaponry. This damage is of the same type as that ability.

Rabbitfolk: Add +1 to the dragon's base speed. In combat this option has no effect unless the dragon has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Ratfolk: Gain a +1/2 bonus on Stealth checks.

Slime: Gain a +1 bonus on Escape Artist checks when squeezing and a +1 to the dragon's CMD to resist a grapple attempt.

Turtlefolk: Gain +1/5 natural armor.

Dragon Archetype

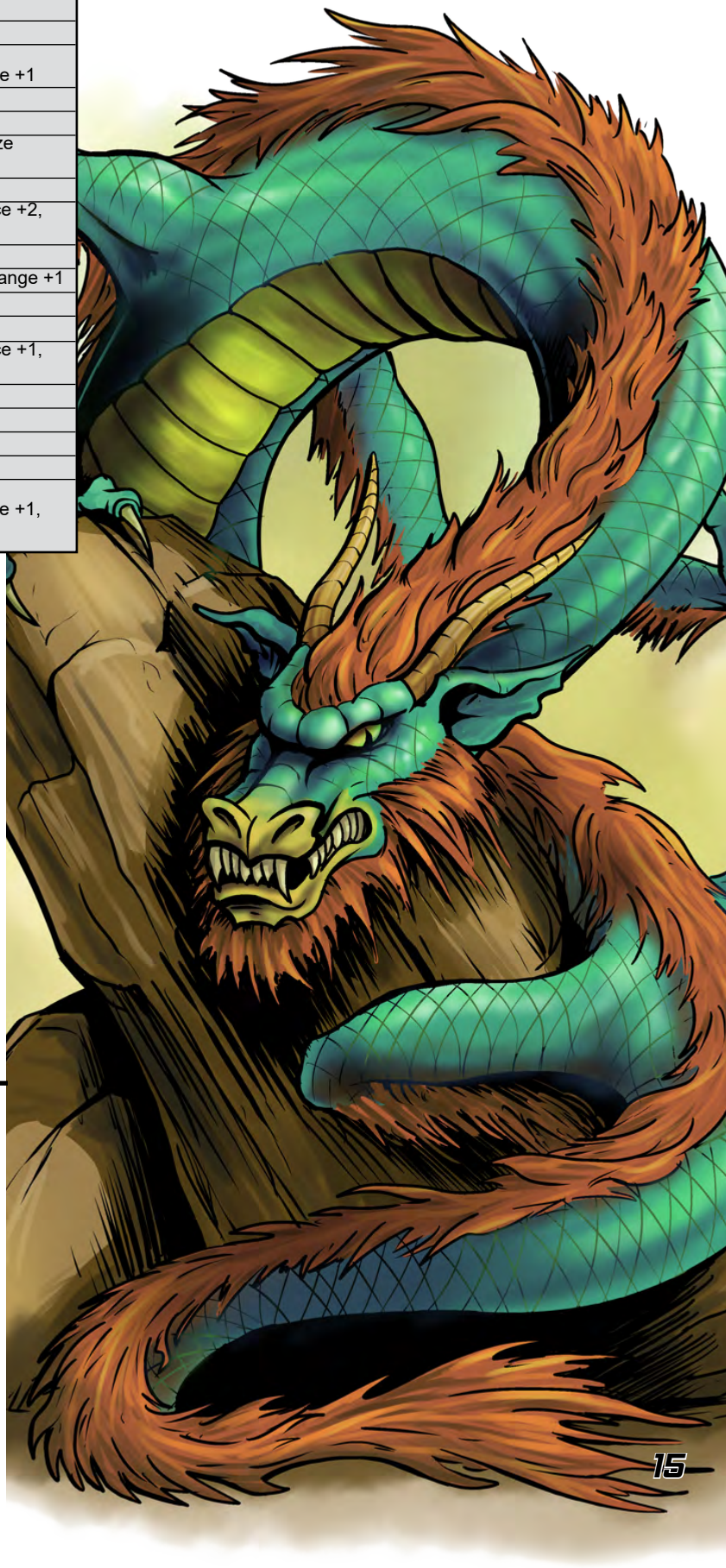
Dragon Spirit (Archetype)

A dragon spirit is not actually a dragon, but a creature with the soul of a dragon, gained through arcane rituals or birthright. The dragon spirit is a warrior who channels the power of dragons against their enemies.

Weapon and Armor Proficiency: A dragon spirit is proficient with all simple weapons, as well as light and medium armor. This replaces all of the dragon's defects & restrictions, as well as size change.

Saving Throws: Dragon spirits have a poor Fortitude saving throw bonus.

* Size change assumes the character is Small to start, growing to Medium at 4th level, Large at 8th, Huge at 12th, Gargantuan at 16th, and Colossal at 20th. A creature that is already larger than Small gains no benefit from the dragon's size change until it would grow larger.



William Kwan (Order #50529378)

Gunslinger

銃器

Any gunslinger can tell you that having a good holster for your firearm can mean the difference between life or death in a gun fight. Despite common myth, most also strongly believe in bringing a knife as well, just in case.

Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	P65
Skill Ranks: 4 + Int modifier	2 per rank (40)	P68
Base Attack: Full	2 + 2 per rank (42)	P83
Bonus Attacks: 3	4 per rank (12)	P83
Saves: Fortitude, Reflex	2 per rank (60)	P65
Weapon Proficiencies	Martial (12)	P100
Firearms	2 points (2)	P100
Armor Proficiencies	Light (3)	P99
Bonus Feats	3 per feat (15)	P67
Gunsmith	3 points (3)	P77
Gun Training	2 points (8)	37
Deeds	2 per deed (30)*	33
Grit	2 points (2)	35
True Grit	6 points (6)	35
Nimble	1 per rank (5)	28
Total Attributes	300 points	

Class Skills: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

* For every 3 deeds gained, reduce the total cost by 1.

Gunslinger Favored Class Bonuses

Android: Add a +1/2 bonus on initiative checks when the gunslinger has at least 1 grit point.

Aasimar: Reduce the misfire chance for one type of firearm by 1/4. This cannot reduce the misfire chance of a firearm below 1.

Catfolk: Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +4).

Dhampir: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Ogre: Add a +1/3 bonus on attack rolls when using the pistol whip deed.

Orc: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Rabbitfolk: Add +1/4 to the AC bonus gained when using the gunslinger's dodge deed.

Ratfolk: Add a +1/2 bonus on initiative checks when the gunslinger has at least 1 grit point.

Slime: Add +1/4 point to the gunslinger's grit points.

Table: Gunslinger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Deeds +3, grit, gunsmith
2nd	+2	+3	+3	+0	Nimble +1
3rd	+3	+3	+3	+1	Deeds +3
4th	+4	+4	+4	+1	Bonus feat
5th	+5	+4	+4	+1	Gun training 1
6th	+6/+1	+5	+5	+2	Nimble +2
7th	+7/+2	+5	+5	+2	Deeds +3
8th	+8/+3	+6	+6	+2	Bonus feat
9th	+9/+4	+6	+6	+3	Gun training 2
10th	+10/+5	+7	+7	+3	Nimble +3
11th	+11/+6/+1	+7	+7	+3	Deeds +3
12th	+12/+7/+2	+8	+8	+4	Bonus feat
13th	+13/+8/+3	+8	+8	+4	Gun training 3
14th	+14/+9/+4	+9	+9	+4	Nimble +4
15th	+15/+10/+5	+9	+9	+5	Deeds +3
16th	+16/+11/+6/+1	+10	+10	+5	Bonus feat
17th	+17/+12/+7/+2	+10	+10	+5	Gun training 4
18th	+18/+13/+8/+3	+11	+11	+6	Nimble +5
19th	+19/+14/+9/+4	+11	+11	+6	Deeds +3
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat, true grit

William Kwan (Order #50529378)

Table: Inquisitor

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Cantrips +1, domain, fantasy spells +1, judgment +1, monster lore, skill expertise +2
2nd	+1	+3	+0	+3	Cantrips +1, cunning initiative, detect alignment, track
3rd	+2	+3	+1	+3	Cantrips +1, solo tactics, teamwork feat
4th	+3	+4	+1	+4	Fantasy spells +1, judgment +1
5th	+3	+4	+1	+4	Bane +1, discern lies
6th	+4	+5	+2	+5	Teamwork feat
7th	+5	+5	+2	+5	Fantasy spells +1, judgment +1
8th	+6/+1	+6	+2	+6	Second judgment
9th	+6/+1	+6	+3	+6	Teamwork feat
10th	+7/+2	+7	+3	+7	Fantasy spells +1, judgment +1
11th	+8/+3	+7	+3	+7	Stalwart
12th	+9/+4	+8	+4	+8	Bane +1, teamwork feat
13th	+9/+4	+8	+4	+8	Fantasy spells +1, judgment +1
14th	+10/+5	+9	+4	+9	Exploit weakness
15th	+11/+6/+1	+9	+5	+9	Teamwork feat
16th	+12/+7/+2	+10	+5	+10	Fantasy spells +1, judgment +1, third judgment
17th	+12/+7/+2	+10	+5	+10	Slayer
18th	+13/+8/+3	+11	+6	+11	Teamwork feat
19th	+14/+9/+4	+11	+6	+11	Judgment +1
20th	+15/+10/+5	+12	+6	+12	True judgment

Inquisitor

質問者

Inquisitors are an unexpected source of aid when dealing with monsters and other dangerous foes. Their breadth of knowledge guides not only them, but their allies during a tough encounter.

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	P65
Skill Ranks: 6 + Int modifier	3 per rank (60)	P68
Base Attack: Moderate	2 + 2 per rank (32)	P83
Bonus Attacks: 2	4 per rank (8)	P83
Saves: Fortitude, Will	2 per rank (60)	P65
Weapon Proficiencies	Simple + Inquisitor (8)	P100
Armor Proficiencies	Medium (5)	P99
Shield Proficiency	Shields (3)	P65
Bonus Feats	2 per feat (12)	P67
Cunning Initiative	2 points (2)	37
Solo Tactics	1 point (1)	37
Skill Expertise	2 points (4)	37
Track	2 points (2)	P99
Domain	3 per rank (4*)	P69
Fantasy Spells	6 per rank (36)	29
Cantrips	1 +1 per rank (6)	P69
Judgment	1 per rank (7)	35
Additional judgments	1 per judgment (2)	35
Slayer	1 point (1)	35
True Judgment	2 points (2)	35
Monster Lore	2 points (1)	P68
Bane	1 +1 per rank (3)	33
Exploit Weakness	2 points (2)	34
Spell-Like Ability (at will)	*detect alignment* (2)	P75
Discern Lies	4 points (4)	P75
Stalwart	1 per rank (1)	P64
Defects & Restrictions		
Code of Conduct	Alignment (–2)	P92
Spell List	Inquisitor (–4)	18
Spells Known	Moderate (–2)	P95
Total Attributes	300 points	

Class Skills: Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Inquisitor Favored Class Bonuses

Android: Add a +1 bonus on concentration checks when casting inquisitor spells.

Catfolk: Add a +1/2 bonus on Stealth checks while motionless and on opposed Perception checks.

Goblin: Add +1/2 bonus to the inquisitor's level for the purpose of determining the effects of one type of judgment.

Ogre: Add a +1/2 bonus on Intimidate checks and Knowledge checks to identify creatures.

Orc: Add +1/2 to Survival checks made to track creatures in total darkness.

Rabbitfolk: Add +1/4 to the number of times per day the inquisitor can change her most recent teamwork feat.

Slime: Add one spell known from the inquisitor spell list. This spell must be at least one level below the highest spell level the inquisitor can cast.

* The character gains back 2 points because their domain does not grant spells or spell slots.

William Kwan (Order #50529378)

Inquisitor Sample Spell List

The following spells from the *Pathfinder Roleplaying Game Core Rulebook* are available to all inquisitors.

0—*acid splash*, *bleed*, *create water*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *guidance*, *light*, *read magic*, *resistance*, *stabilize*, *virtue*

1st—*alarm*, *bane*, *bless*, *bless water*, *cause fear*, *command*, *comprehend languages*, *cure light wounds*, *curse water*, *detect chaos/evil/good/law*, *detect undead*, *disguise self*, *divine favor*, *doom*, *expeditious retreat*, *hide from undead*, *inflict light wounds*, *magic weapon*, *protection from chaos/evil/good/law*, *remove fear*, *sanctuary*, *shield of faith*, *true strike*

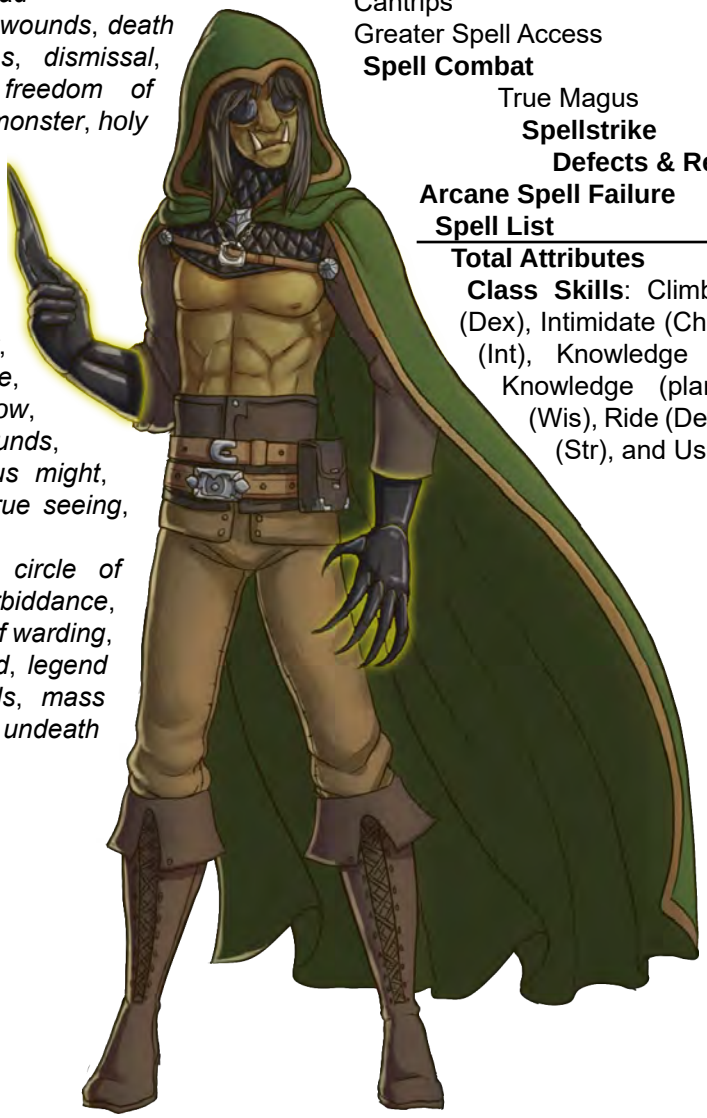
2nd—*aid*, *align weapon*, *calm emotions*, *consecrate*, *cure moderate wounds*, *darkness*, *death knell*, *delay poison*, *desecrate*, *detect thoughts*, *enthrall*, *find traps*, *hold person*, *inflict moderate wounds*, *invisibility*, *knock*, *lesser restoration*, *remove paralysis*, *resist energy*, *see invisibility*, *shield other*, *silence*, *spiritual weapon*, *tongues*, *undetectable alignment*

3rd—*arcane sight*, *continual flame*, *cure serious wounds*, *daylight*, *deeper darkness*, *dimensional anchor*, *dispel magic*, *glyph of warding*, *greatermagic weapon*, *halt undead*, *heroism*, *inflict serious wounds*, *invisibility purge*, *keen edge*, *locate object*, *magic circle vs. chaos/evil/good/law*, *magic vestment*, *nondetection*, *obscure object*, *prayer*, *protection from energy*, *remove curse*, *remove disease*, *searing light*, *speak with dead*

4th—*chaos hammer*, *cure critical wounds*, *death ward*, *detect scrying*, *discern lies*, *dismissal*, *divination*, *divine power*, *fear*, *freedom of movement*, *greater invisibility*, *hold monster*, *holy smite*, *inflict critical wounds*, *lesser geas*, *neutralize poison*, *order's wrath*, *restoration*, *sending*, *spell immunity*, *stoneskin*, *unholy blight*

5th—*atonement*, *banishment*, *break enchantment*, *commune*, *dispel chaos/evil/good/law*, *disrupting weapon*, *flame strike*, *geas/quest*, *greater command*, *hallow*, *mark of justice*, *mass cure light wounds*, *mass inflict light wounds*, *righteous might*, *spell resistance*, *telepathic bond*, *true seeing*, *unhallow*

6th—*blade barrier*, *blasphemy*, *circle of death*, *dictum*, *find the path*, *forbiddance*, *greater dispel magic*, *greater glyph of warding*, *harm*, *heal*, *heroes' feast*, *holy word*, *legend lore*, *mass cure moderate wounds*, *mass inflict moderate wounds*, *repulsion*, *undeath to death*, *word of chaos*



Magus

転入者

Wizards who wish to learn more practical combat options often turn to the arts of the magus. Between their martial training in swordplay and the ability to wear armor while still casting spells, magi would argue they enjoy the best of both worlds.

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	P65
Skill Ranks: 2 + Int modifier	1 per rank (20)	P68
Intellectual Student	10 points (10)	P67
Base Attack: Moderate	2 + 2 per rank (32)	P83
Bonus Attacks: 2	4 per rank (8)	P83
Saves: Fortitude, Will	2 per rank (60)	P65
Weapon Proficiencies	Martial (12)	P100
Armor Proficiencies	Light (3)	P99
Medium Armor Proficiency	2 points (2)	P99
Heavy Armor Proficiency	1 point (1)	P99
Arcane Pool	6 points (6)	29
Arcana	2 per arcana (12)	28
Knowledge Pool	3 points (3)	29
Spell Recall	4 per rank (8)	29
Bonus Feats	3 per rank (9)	P67
Counterstrike	2 points (2)	37
Fighter Training	2 points (2)	P98
Fantasy Spells	6 per rank (36)	29
Cantrips	1 +1 per rank (5)	P69
Greater Spell Access	12 points (12)	P71
Spell Combat	3 per rank (12)	32
True Magus	4 points (4)	32
Spellstrike	3 points (3)	32
Defects & Restrictions		
Arcane Spell Failure	Light (–2)	P95
Spell List	Magus (–2)	19
Total Attributes	300 points	

Class Skills: Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

William Kwan (Order - 50529378)

Magus Favored Class Bonuses

Aasimar: Add a +1/2 bonus on concentration checks made to cast defensively.

Android: Add +1/2 point of electricity damage to spells that deal electricity damage cast by the magus.

Catfolk: Add a +½ bonus on concentration checks made to cast defensively.

Dhampir: Gain +1/6 of a new magus arcana.

Goblin: Add +1/2 point of fire damage to spells that deal fire damage cast by the magus.

Half-Orc: Add +1/2 point of fire damage to spells that deal fire damage cast by the magus.

Human: Add +1/4 points to the magus's arcane pool.

Ogre: Add one of the following to the magus' list of arcane pool weapon special abilities: allying, conductive, corrosive, corrosive burst, defending, ghost touch, menacing, merciful, mighty cleaving, vicious. Once selected, it cannot be changed.

Orc: Add one of the following to the magus' list of arcane pool weapon special abilities: allying, conductive, corrosive, corrosive burst, defending, ghost touch, menacing, merciful, mighty cleaving, vicious. Once selected, it cannot be changed.

Rabbitfolk: Add +1/4 points to the magus's arcane pool.

Ratfolk: Add +1/4 points to the magus's arcane pool.

Slime: Add +1/2 point of acid damage to spells that deal acid damage cast by the magus.

Tiefling: Add +1/2 point of fire damage to spells that deal fire damage cast by the magus.

Table: Magus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Arcane pool, cantrips +1, fantasy spells +1, spell combat
2nd	+1	+3	+0	+3	Cantrips +1, spellstrike
3rd	+2	+3	+1	+3	Magus arcana
4th	+3	+4	+1	+4	Fantasy spells +1, spell recall
5th	+3	+4	+1	+4	Bonus feat
6th	+4	+5	+2	+5	Cantrips +1, magus arcana
7th	+5	+5	+2	+5	Fantasy spells +1, knowledge pool, medium armor
8th	+6/+1	+6	+2	+6	Improved spell combat
9th	+6/+1	+6	+3	+6	Magus arcana
10th	+7/+2	+7	+3	+7	Fantasy spells +1, fighter training
11th	+8/+3	+7	+3	+7	Bonus feat, improved spell recall
12th	+9/+4	+8	+4	+8	Magus arcana
13th	+9/+4	+8	+4	+8	Fantasy spells +1, heavy armor
14th	+10/+5	+9	+4	+9	Greater spell combat
15th	+11/+6/+1	+9	+5	+9	Magus arcana
16th	+12/+7/+2	+10	+5	+10	Counterstrike, fantasy spells +1
17th	+12/+7/+2	+10	+5	+10	Bonus feat
18th	+13/+8/+3	+11	+6	+11	Magus arcana
19th	+14/+9/+4	+11	+6	+11	Greater spell access
20th	+15/+10/+5	+12	+6	+12	True magus

Magus Class Options

Magus Sample Spell List

The following spells from the *Pathfinder Roleplaying Game Core Rulebook* are available to all magi.

0—*acid splash arcane mark dancing lights daze detect magic disrupt undead flare ghost sound light mage hand open/close prestidigitation ray of frost read magic*

1st—*burning hands*, *chill touch*, *color spray*, *enlarge person*, *expeditious retreat*, *feather fall*, *floating disk*, *grease*, *jump*, *magic missile*, *magic weapon*, *mount*, *obscuring mist*, *ray of enfeeblement*, *reduce person*, *shield*, *shocking grasp*, *silent image*, *true strike*, *unseen servant*

2nd—*acid arrow*, *alter self*, *bear's endurance*, *blur*, *bull's strength*, *cat's grace*, *darkness*, *flaming sphere*, *fog cloud*, *glitterdust*, *gust of wind*, *invisibility*, *levitate*, *minor image*, *mirror image*, *pyrotechnics*, *scorching ray*, *shatter*, *spider climb*, *web*

3rd—*arcane sight*, *beast shape I*, *blink*, *daylight*, *dispel magic*, *displacement*, *fireball*, *flame arrow*, *fly*, *gaseous form*, *greater magic weapon*, *haste*, *keen edge*, *lightning bolt*, *major image*, *phantom steed*, *ray of exhaustion*, *sleet storm*, *slow*, *stinking cloud*, *vampiric touch*, *water breathing*, *wind wall*

4th—*beast shape II*, *black tentacles*, *dimension door*, *elemental body I*, *fire shield*, *greater invisibility*, *ice storm*, *mass enlarge person*, *mass reduce person*, *phantasmal killer*, *shout*, *solid fog*, *stoneskin*, *wall of fire*, *wall of ice*

5th—*baleful polymorph*, *beast shape III*, *cloudkill*, *cone of cold*, *elemental body II*, *interposing hand*, *overland flight*, *telekinesis*, *teleport*, *wall of force*, *wall of stone*

6th—*acid fog*, *beast shape IV*, *chain lightning*, *disintegrate*, *elemental body III*, *flesh to stone*, *forceful hand*, *form of the dragon I*, *freezing sphere*, *greater dispel magic*, *mass bear's endurance*, *mass bull's strength*, *mass cat's grace*, *mislead*, *stone to flesh*, *transformation*, *true seeing*, *wall of iron*

Oracle

占い師

Clerics devote themselves to their gods, praying to them for a blessing of divinity and a gift of power to help or destroy as their faith sees fit. Oracles are chosen—sometimes without prior knowledge— by their gods, made to act as an agent of a faith they may not have chosen.

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	P65
Skill Ranks: 4 + Int modifier	2 per rank (40)	P68
Base Attack: Moderate	2 + 2 per rank (32)	P83
Bonus Attacks: 2	4 per rank (8)	P83
Saves: Will	2 per rank (48)	P65
Weapon Proficiencies	Simple (6)	P100
Armor Proficiencies	Medium (5)	P99
Shield Proficiency	Shields (3)	P65
Fantasy Spells	7 per rank (63)	29
Cantrips	1 +1 per rank (9)	P69
Mystery	1 points (1)	30
Mystery Spells	1 per spell (9)	30
Revelations	3 per revelation (18)	30
Final Revelation	12 points (12)	30
Oracle's Curse	2 per rank (8)	30
Defects & Restrictions		
Spell List	Cleric (–1)	30
Spells Known	Full (–1)	P95
Total Attributes	300 points	

William Kwan (Order #50529378)

Table: Oracle

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Cantrips +1, fantasy spells +1, mystery, oracle's curse, revelation
2nd	+1	+0	+0	+3	Cantrips +1, mystery spell
3rd	+2	+1	+1	+3	Revelation
4th	+3	+1	+1	+4	Cantrips +1, fantasy spells +1, mystery spell
5th	+3	+1	+1	+4	oracle's curse +1
6th	+4	+2	+2	+5	Cantrips +1, fantasy spells +1, mystery spell
7th	+5	+2	+2	+5	Revelation
8th	+6/+1	+2	+2	+6	Cantrips +1, fantasy spells +1, mystery spell
9th	+6/+1	+3	+3	+6	—
10th	+7/+2	+3	+3	+7	Cantrips +1, fantasy spells +1, mystery spell, oracle's curse +1
11th	+8/+3	+3	+3	+7	Revelation
12th	+9/+4	+4	+4	+8	Fantasy spells +1, mystery spell
13th	+9/+4	+4	+4	+8	—
14th	+10/+5	+4	+4	+9	Fantasy spells +1, mystery spell
15th	+11/+6/+1	+5	+5	+9	Oracle's curse +1, revelation
16th	+12/+7/+2	+5	+5	+10	Fantasy spells +1, mystery spell
17th	+12/+7/+2	+5	+5	+10	—
18th	+13/+8/+3	+6	+6	+11	Fantasy spells +1, mystery spell
19th	+14/+9/+4	+6	+6	+11	Revelation
20th	+15/+10/+5	+6	+6	+12	Final revelation

Class Skills: Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Oracle Favored Class Bonuses

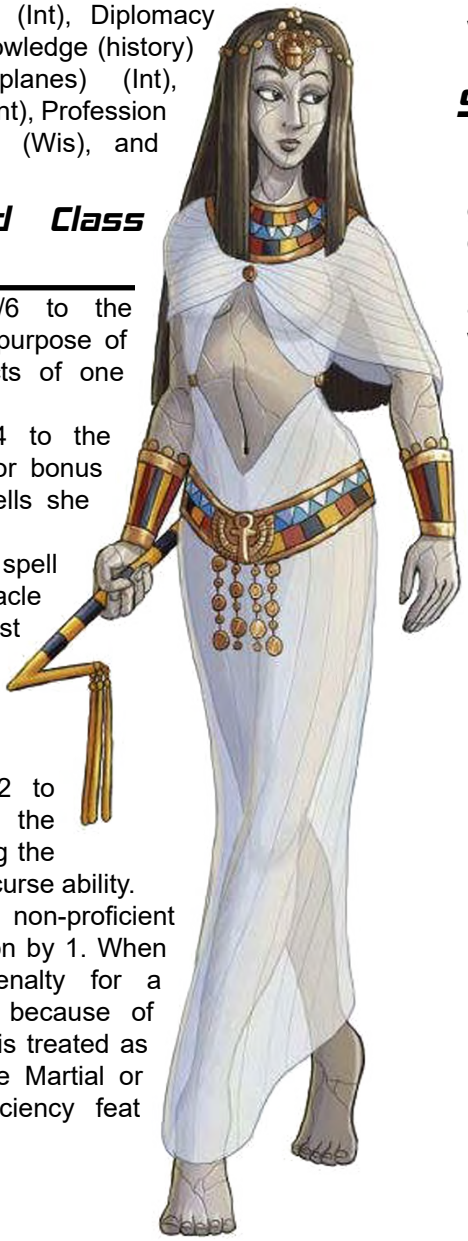
Aasimar: Add +1/6 to the oracle's level for the purpose of determining the effects of one revelation.

Android: Add +1/4 to the armor or natural armor bonus granted by oracle spells she casts on herself.

Catfolk: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Dhampir: Add +1/2 to the oracle's level for the purpose of determining the effects of the oracle's curse ability.

Dwarf: Reduce the non-proficient penalty for one weapon by 1. When the non-proficient penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.



Goblin: Add +1 on concentration checks made when casting spells with the fire descriptor.

Human: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Ogre: Reduce the non-proficient penalty for one weapon by 1. When the non-proficient penalty for a weapon becomes 0 because of this ability, the oracle is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.

Orc: Add +1/6 to the oracle's level for the purpose of determining the effects of one revelation.

Rabbitfolk: Add +1 on concentration checks made when casting spells with the cold descriptor.

Ratfolk: Add +1 on concentration checks made when casting spells with the shadow descriptor.

Slime: Add one spell known from the wizard's transmutation school spell list. This spell must be at least one level below the highest spell level the oracle can cast. That spell is treated as one level higher unless it is also on the oracle spell list. Any form taken by the oracle with this ability remains affected by her curse.

Tiefling: Add +1 on concentration checks made when casting spells with the fire descriptor.

Shifter

狼男

Shifters are the warriors of the forest. A combination of good combat training and the ability to become a small set of different animals makes the shifter a force of nature. For shorter periods of time, the shifter can take on minor aspects of his chosen animals, gaining a few of their gifts without taking full animal form.

Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	P65
Skill Ranks: 4 + Int modifier	2 per rank (40)	P68
Base Attack: Full	2 + 2 per rank (42)	P83
Bonus Attacks: 3	4 per rank (12)	P83
Shifter's Fury	2 points (2)	36
Saves: Fortitude, Reflex	2 per rank (60)	P65
Weapon Proficiencies	Druid (3)	P100
Armor Proficiencies	Medium (5)	P99
Shield Proficiency	Shields (3)	P65
Alternate Form	Wild Shape (10)	P78
Aspect of Power	3 per rank (15)	P69
Chimeric Aspect	4 per additional aspect (16)	P69
Improved Aspect	2 per rank (4)	P69
Bonus Feats	Track (2)	P99
Defensive Instinct	1 + 1 per rank (7)	P63
Exceptional Resistance	Minor Immunity (2)	P64
Claws	Increased Critical (3)	P84
Claw Damage	1 per increase (3)	P84
Overpower	1 per rank (5)	P85
Wild Shape Claws*	3 points (3)	21
Nature Stride	1 per rank (2)	P83
Spell-Like Ability (at will)	*alter self* (4)	P75
Wild Empathy	2 points (2)	P13

William Kwan (Order - 50529378)

Table: Shifter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Aspect +1, claws +1, wild empathy
2nd	+2	+3	+3	+0	Defensive instinct +1, track
3rd	+3	+3	+3	+1	Overpower +2, woodland stride
4th	+4	+4	+4	+1	Defensive instinct +1, wild shape +1
5th	+5	+4	+4	+1	Aspect +1, trackless step
6th	+6/+1	+5	+5	+2	Shifter's fury, wild shape +1
7th	+7/+2	+5	+5	+2	Claw damage +1
8th	+8/+3	+6	+6	+2	Defensive instinct +1, improved aspect +1, wild shape +1
9th	+9/+4	+6	+6	+3	Chimeric aspect +1
10th	+10/+5	+7	+7	+3	Aspect +1, wild shape +1
11th	+11/+6/+1	+7	+7	+3	Claw damage +1
12th	+12/+7/+2	+8	+8	+4	Defensive instinct +1, wild shape +1
13th	+13/+8/+3	+8	+8	+4	Claw damage +1
14th	+14/+9/+4	+9	+9	+4	Chimeric aspect +1, wild shape +1
15th	+15/+10/+5	+9	+9	+5	Aspect +1, improved aspect +1
16th	+16/+11/+6/+1	+10	+10	+5	Defensive instinct +1, wild shape +1
17th	+17/+12/+7/+2	+10	+10	+5	Claws +1
18th	+18/+13/+8/+3	+11	+11	+6	Minor immunity +1, spell-like ability
19th	+19/+14/+9/+4	+11	+11	+6	Overpower +3
20th	+20/+15/+10/+5	+12	+12	+6	Aspect +1, chimeric aspect +2, defensive instinct +1

Defects & Restrictions

Armor Penalty	1 +1 per restriction (–3)	P95
Code of Conduct	Alignment, Armor (–2)	P92
Total Attributes	300 points	

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

Shifter Favored Class Bonuses

Aasimar: Add a +1 bonus on wild empathy checks to improve the attitude of celestial creatures.

Android: Add 1 to the shifter's base speed. This has no in-game effect unless the shifter has selected this reward five times (or any multiple of five) to enhance his speed by 5 feet. This bonus applies only when the shifter is wearing no armor.

Goblin: Gain energy resistance 1 against cold or fire. Each time the shifter selects this reward, increase that energy resistance by 1, to a maximum of energy resistance 10. Once the shifter reaches energy resistance 10, he can select a new type of energy to build his resistance to the next time he selects this favored class option.

Ogre: Add +1/5 to the damage dealt when using the shifter claws ability.

Orc: Add a +1 bonus on wild empathy checks to improve the attitude of fiendish creatures.

Rabbitfolk: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the shifter selects this reward, increase that energy resistance by 1, to a maximum of energy resistance 10. At energy resistance 10, the shifter can select a new type of energy to build his resistance to the next time he selects this favored class option.

Slime: Add 1/3 to the number of minutes the shifter can assume minor form each day.

* The character can use their increased claw damage when wild shaped.

William Kwan (Order #50529378)

Swashbuckler

海賊

Many a fantasy anime features adventure on the high seas, and there's no better way to experience that than as a swashbuckler.

Class Features	Point Cost	Pg
Hit Die: d10	3 per rank (60)	P65
Skill Ranks: 4 + Int modifier	2 per rank (40)	P68
Base Attack: Full	2 + 2 per rank (42)	P83
Bonus Attacks: 3	4 per rank (12)	P83
Saves: Reflex	2 per rank (48)	P65
Weapon Proficiencies	Martial (12)	P100
Armor Proficiencies	Light (3)	P99
Shield Proficiencies	Bucklers (2)	P65
Bonus Feats	3 per feat (15)	P67
Charismatic Finesse	3 points (3)	37
Charmed Life	1 per rank (5)	27
Deeds	2 per deed (30)*	33
Panache	2 points (2)	35
Nimble	1 per rank (5)	28
Weapon Training*	3 per rank (12)	P86
Weapon Mastery*	swashbuckler (9)	P87
Total Attributes	300 points	

Class Skills: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), and Swim (Str).

* For every 3 deeds gained, reduce the total cost by 1.

Table: Swashbuckler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Charismatic finesse, deeds +3, panache
2nd	+2	+0	+3	+0	Charmed life +1
3rd	+3	+1	+3	+1	Deeds +3, nimble +1
4th	+4	+1	+4	+1	Bonus feat
5th	+5	+1	+4	+1	Weapon training +1
6th	+6/+1	+2	+5	+2	Charmed life +1
7th	+7/+2	+2	+5	+2	Deeds +3, nimble +2
8th	+8/+3	+2	+6	+2	Bonus feat
9th	+9/+4	+3	+6	+3	Weapon training +1
10th	+10/+5	+3	+7	+3	Charmed life +1
11th	+11/+6/+1	+3	+7	+3	Deeds +3, nimble +3
12th	+12/+7/+2	+4	+8	+4	Bonus feat
13th	+13/+8/+3	+4	+8	+4	Weapon training +1
14th	+14/+9/+4	+4	+9	+4	Charmed life +1
15th	+15/+10/+5	+5	+9	+5	Deeds +3, nimble +4
16th	+16/+11/+6/+1	+5	+10	+5	Bonus feat
17th	+17/+12/+7/+2	+5	+10	+5	Weapon training +1
18th	+18/+13/+8/+3	+6	+11	+6	Charmed life +1
19th	+19/+14/+9/+4	+6	+11	+6	Deeds +3, nimble +5
20th	+20/+15/+10/+5	+6	+12	+6	Bonus feat, weapon mastery

* A swashbuckler's weapon training and weapon mastery only apply to light and one-handed piercing melee weapons.

Swashbuckler Favored Class Bonuses

Android: Add a +1/2 bonus on initiative checks when the swashbuckler has at least 1 panache point.

Aasimar: Increase the number of times per day the swashbuckler can use charmed life by 1/4.

Catfolk: Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +4).

Dhampir: Add 1/4 to the swashbuckler's effective class level to determine the extra damage she deals because of the precise strike deed when wielding a light pick or a heavy pick. If the swashbuckler has the Slashing Grace feat or another similar effect, she can treat the battleaxe or handaxe as a one-handed piercing melee weapon, and she gains this benefit when wielding the appropriate weapon for the feat as well.

Ogre: Add a +1 bonus on Intimidate checks when using the menacing swordplay deed.

Orc: Add +1/3 on critical hit confirmation rolls made with light or one-handed piercing melee weapons (maximum bonus of +5). This bonus does not stack with Critical Focus.

Rabbitfolk: Add +1/4 to the AC bonus gained when using the swashbuckler's dodging panache deed.

Ratfolk: Add a +1/2 bonus on initiative checks when the swashbuckler has at least 1 panache point.

Slime: Add +1/4 point to the swashbuckler's panache points.

William Kwan (Order #50529378)

Table: Vigilante

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Dual identity, seamless guise, social talent, vigilante specialization
2nd	+1	+0	+3	+3	Vigilante talent
3rd	+2	+1	+3	+3	Social talent, unshakable, vigilante specialization
4th	+3	+1	+4	+4	Vigilante talent
5th	+3	+1	+4	+4	Social talent, startling appearance +1, vigilante specialization
6th	+4	+2	+5	+5	Vigilante talent
7th	+5	+2	+5	+5	Social talent, vigilante specialization
8th	+6/+1	+2	+6	+6	Vigilante talent
9th	+6/+1	+3	+6	+6	Social talent, vigilante specialization
10th	+7/+2	+3	+7	+7	Vigilante talent
11th	+8/+3	+3	+7	+7	Social talent, startling appearance +1, vigilante specialization
12th	+9/+4	+4	+8	+8	Vigilante talent
13th	+9/+4	+4	+8	+8	Social talent, vigilante specialization
14th	+10/+5	+4	+9	+9	Vigilante talent
15th	+11/+6/+1	+5	+9	+9	Social talent, vigilante specialization
16th	+12/+7/+2	+5	+10	+10	Vigilante talent
17th	+12/+7/+2	+5	+10	+10	Social talent, startling appearance +1, vigilante specialization
18th	+13/+8/+3	+6	+11	+11	Vigilante talent
19th	+14/+9/+4	+6	+11	+11	Social talent, vigilante specialization
20th	+15/+10/+5	+6	+12	+12	Vengeance strike, vigilante talent

Vigilante

仮面の男

The vigilante is the masked hero looking out for his home and the people in it. He can be a loner, but is usually at least willing to work with others to help stop villainy before it can overtake the good nature of the commonfolk.

Class Features	Point Cost	Pg
Hit Die: d8	2 per rank (40)	P65
Skill Ranks: 6 + Int modifier	3 per rank (60)	P68
Intellectual Student	10 points (10)	P67
Base Attack: Moderate	2 + 2 per rank (32)	P83
Bonus Attacks: 2	4 per rank (8)	P83
Vigilante Specialization*	1 per rank (10)	36
Vengeance Strike	2 points (2)	36
Saves: Reflex, Will	2 per rank (60)	P65
Weapon Proficiencies	Martial (12)	P100
Armor Proficiencies	Medium (5)	P99
Shield Proficiency	Shields (3)	P65
Dual Identity	2 points (2)	28
Seamless Guise	1 point (1)	28
Startling Appearance	1 per rank (3)	36
Unshakable	2 points (2)	37
Social & Vigilante Talents	3 per talent (60)	32
Total Attributes	300 points	

* The avenger specialization instead spends 2 points every 4 levels beyond 1st.

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Vigilante Favored Class Bonuses

Aasimar: Gain 1/6 of a new social talent.

Android: Gain +1/2 on the Disguise bonus from seamless guise.

Catfolk: Gain +1/3 on all Acrobatics, Climb, and Stealth checks in forested areas.

Dhampir: Gain 1/6 of a new vigilante talent.

Dwarf: Increase the bonus from social grace on Craft skills by +1/2.

Elf: Gain +1/3 on all Acrobatics, Climb, and Stealth checks in forested areas.

Goblin: Gain +1/2 on the Disguise bonus provided by seamless guise.

Gnome: Gain +1/2 on Bluff checks when attempting to tell a lie that would be true from the point of view of the vigilante's current identity.

Human: Gain +1/2 on the Disguise bonus provided by seamless guise.

Ogre: Add 1/2 to the DC increase from unshakable.

Orc: Add +1/3 on critical hit confirmation rolls made while using hidden strike (maximum bonus of +5). This bonus does not stack with Critical Focus.

Rabbitfolk: Gain 1/6 of a new social talent.

Ratfolk: Increase the bonus from social grace on Craft skills by +1/2.

Slime: Gain 1/6 of a new social or vigilante talent. After gaining 1 social talent in this way, the vigilante must gain a vigilante talent, and vice versa.

Tiefling: Gain +1/2 on Bluff checks when attempting to tell a lie that would be true from the point of view of the vigilante's current identity.

William Kwan (Order #50529378)

Table: Witch

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Cantrips, fantasy spells +1, hex, patron spells, witch's familiar
2nd	+1	+0	+0	+3	Hex
3rd	+1	+1	+1	+3	Fantasy spells +1
4th	+2	+1	+1	+4	Hex
5th	+2	+1	+1	+4	Fantasy spells +1
6th	+3	+2	+2	+5	Hex
7th	+3	+2	+2	+5	Fantasy spells +1
8th	+4	+2	+2	+6	Hex
9th	+4	+3	+3	+6	Fantasy spells +1
10th	+5	+3	+3	+7	Hex, major hex
11th	+5	+3	+3	+7	Fantasy spells +1
12th	+6/+1	+4	+4	+8	Hex
13th	+6/+1	+4	+4	+8	Fantasy spells +1
14th	+7/+2	+4	+4	+9	Hex
15th	+7/+2	+5	+5	+9	Fantasy spells +1
16th	+8/+3	+5	+5	+10	Hex
17th	+8/+3	+5	+5	+10	Fantasy spells +1
18th	+9/+4	+6	+6	+11	Hex, grand hex
19th	+9/+4	+6	+6	+11	
20th	+10/+5	+6	+6	+12	Hex

Witch

魔女

Cultural spellcasting, also known as witchcraft, is the practice of communing with natural spirits and seeking access to their magic. In particular, the witch focuses her studies on one particular patron, speaking to it through her familiar and learning how best to channel its power to help or hinder others.

Class Features	Point Cost	Pg
Hit Die: d6	1 per rank (20)	P65
Skill Ranks: 2 + Int modifier	1 per rank (20)	P68
Intellectual	20 points (20)	P67
Base Attack: Poor	2 +2 per rank (22)	P83
Bonus Attacks: 1	4 per rank (4)	P83
Saves: Will	2 per rank (48)	P65
Weapon Proficiencies	Simple (6)	P100
Bond: familiar/object	2 per rank (4)	P79
Fantasy Spells	12 per rank (108)	P71
Cantrips	1 +1 per rank (4)	P69
Patron Spells	3 per spell (27)	31
Hexes	2 per hex (20)	30
Major Hexes	1 point (1)	30
Grand Hexes	1 point (1)	30
Defects & Restrictions		
Arcane Spell Failure	No armor or shield (–3)	P95
Spell List	Witch (–2)	25
Total Attributes	300 points	

Class Skills: Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Witch Favored Class Bonuses

Aasimar: The witch's familiar gains resistance 1 against acid, electricity, or fire. Each time the witch selects this reward, increase the familiar's resistance to one of these energy types by 1 (maximum 5 for any one type). If the witch ever replaces her familiar, the new familiar has these resistances.

Android: Choose a hex that can only affect the same creature once per day. That hex can affect the same creature +1/6 times per day.

Catfolk: Gain 1/6 of a new hex.

Dhampir: Choose a hex that can only affect the same creature once per day. That hex can affect the same creature +1/6 times per day.

Ogre: Add +1/4 natural armor bonus to the AC of the witch's familiar.

Orc: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level the witch can cast. If the witch ever replaces this familiar, the new familiar knows these bonus spells.

Rabbitfolk: Gain 1/6 of a new hex.

Ratfolk: Add +5 feet to the range of one hex with a range other than "touch."

Slime: Add +1/4 to the witch's caster level when determining the effects of the spells granted by the witch's patron.

Tiefling: The witch's familiar gains resistance 1 against cold, electricity, or fire. Each time the witch selects this reward, increase the familiar's resistance to one of these energy types by 1 (maximum 5 for any one type). If the witch ever replaces her familiar, the new familiar has these resistances.

William Kwan (Order #50529378)

Witch Archetype and Class Options

Kumo Witch (Archetype)

The coven of kumo is a shadowy cabal of witches who practice subtelty and assassination, using their inherent magic. Rather than draw strength from a patron, the kumo rely on their own power, harnessed against their enemies.

Hit Dice and Base Attack: A kumo witch's Hit Die is d8, and her base attack is equal to 3/4 of his alchemist level, as the rogue. This alters the witch's Hit Dice and base attack.

Class Skills: A kumo witch adds Bluff (Cha), Sleight of Hand (Dex), and Stealth (Dex) to her list of class skills, and removes Fly, Heal, and Knowledge (history).

Weapon and Armor Proficiency: Kumo witches are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields. A kumo witch can cast witch spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a kumo witch wearing medium or heavy armor, or wielding a shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass kumo witch still incurs the normal arcane spell failure chance for arcane spells received from other classes.

This alters the witch's proficiencies.

Spellcasting: Kumo witches learn and cast their witch spells spontaneously, as the sorcerer. They use Charisma as their spellcasting ability score when determining their saves and any bonus spells per day they may be able to cast. This alters spellcasting.

Spider Familiar: A kumo witch's familiar is a spider, or similar arachnid. If her familiar dies, the witch loses her ability to cast hexes and spells until she can spend at least 8 hours gaining a new familiar. This alters the witch's familiar.

Sneak Attack (Ex): Much like the spiders she venerates, a kumo witch is able to stalk her prey before killing it. At 1st level, she gains sneak attack 1d6, as the rogue feature. A kumo witch's sneak attack increases by +1d6 at 3rd, 7th, 10th, 13th, and 17th level. This replaces patron spells.

Hexes: Kumo witches gain hexes at 2nd, 7th, 11th, 15th, and 20th level. They can choose major hexes beginning at 11th level, and grand hexes beginning at 20th level. This alters hexes.

Evasion (Ex): At 4th level, a kumo witch gains evasion, as the rogue feature. She can select improved evasion in place of a major hex.

Uncanny Dodge (Ex): At 5th level, a kumo witch gains uncanny dodge, as the rogue feature. She can select improved uncanny dodge in place of a hex.

Witch Sample Spell List

The following spells from the *Pathfinder Roleplaying Game Core Rulebook* are available to all witches.

0—*arcane mark*, *bleed*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *message*, *read magic*, *resistance*, *stabilize*, *touch of fatigue*

1st—*burning hands*, *cause fear*, *charm person*, *chill touch*, *command*, *comprehend languages*, *cure light wounds*, *detect secret doors*, *enlarge person*, *hypnotism*, *identify*, *inflict light wounds*, *mage armor*, *mount*, *obscuring mist*, *ray of enfeeblement*, *reduce person*, *sleep*, *summon monster I*, *unseen servant*

2nd—*alter self*, *augury*, *blindness/deafness*, *cure moderate wounds*, *daze monster*, *death knell*, *delay poison*, *detect thoughts*, *enthrall*, *false life*, *find traps*, *fog cloud*, *gentle repose*, *glitterdust*, *hold person*, *inflict moderate wounds*, *levitate*, *scare*, *see invisibility*, *spectral hand*, *status*, *summon monster II*, *summon swarm*, *touch of idiocy*, *web*, *zone of truth*

3rd—*arcane sight*, *bestow curse*, *clairaudience/clairvoyance*, *deep slumber*, *dispel magic*, *fly*, *glyph of warding*, *heroism*, *lightning bolt*, *locate object*, *rage*, *ray of exhaustion*, *remove blindness/deafness*, *remove curse*, *remove disease*, *sepia snake sigil*, *sleet storm*, *speak with dead*, *stinking cloud*, *suggestion*, *summon monster III*, *tongues*, *vampiric touch*, *water walk*

4th—*arcane eye*, *black tentacles*, *charm monster*, *confusion*, *crushing despair*, *cure serious wounds*, *death ward*, *detect scrying*, *dimension door*, *discern lies*, *divination*, *enervation*, *fear*, *ice storm*, *inflict serious wounds*, *lesser geas*, *locate creature*, *minor creation*, *neutralize poison*, *phantasmal killer*, *poison*, *scrying*, *secure shelter*, *solid fog*, *summon monster IV*

5th—*baleful polymorph*, *blight*, *break enchantment*, *cloudkill*, *contact other plane*, *cure critical wounds*, *dominate person*, *feeblemind*, *hold monster*, *inflict critical wounds*, *magic jar*, *major creation*, *mark of justice*, *mind fog*, *overland flight*, *prying eyes*, *reincarnate*, *secret chest*, *summon monster V*, *symbol of pain*, *symbol of sleep*, *telepathic bond*, *teleport*, *waves of fatigue*

6th—*analyze dweomer*, *animate objects*, *cone of cold*, *eyebite*, *find the path*, *flesh to stone*, *geas/quest*, *guards and wards*, *greater dispel magic*, *greater heroism*, *legend lore*, *mass inflict light wounds*, *mass cure light wounds*, *mass suggestion*, *raise dead*, *slay living*, *stone to flesh*, *summon monster VI*, *symbol of fear*, *symbol of persuasion*, *transformation*, *true seeing*

7th—*chain lightning*, *control weather*, *greater arcane sight*, *greater scrying*, *greater teleport*, *harm*, *heal*, *insanity*, *instant summons*, *mass hold person*, *mass cure moderate wounds*, *mass inflict moderate wounds*, *phase door*, *plane shift*, *power word blind*, *regenerate*, *summon monster VII*, *symbol of stunning*, *symbol of weakness*, *teleport object*, *vision*, *waves of exhaustion*

8th—*antipathy*, *clone*, *demand*, *destruction*, *discern location*, *greater prying eyes*, *horrid wilting*, *irresistible dance*, *mass charm monster*, *mass cure serious wounds*, *mass inflict serious wounds*, *maze*, *mind blank*, *moment of prescience*, *power word stun*, *resurrection*, *summon monster VIII*, *symbol of death*, *symbol of insanity*, *sympathy*, *trap the soul*

9th—*astral projection*, *dominate monster*, *elemental swarm*, *foresight*, *mass cure critical wounds*, *mass hold monster*, *mass inflict critical wounds*, *power word kill*, *refuge*, *soul bind*, *storm of vengeance*, *summon monster IX*, *teleportation circle*, *wail of the banshee*

William Kwan (Order #50529378)

Character Options & Attributes

This section covers options available to each fantasy character beyond choosing a race and (potentially) class. Point-based characters who are human or otherwise undefined as a race will begin their journey here.

These options are in addition to those presented in *Play Manga d20*.

Attributes

力

The classes presented here have a combination of existing attributes from *Play Manga d20* and new attributes, described below.

Sample Content

The options presented with attributes here are samples that allow characters to play without need to reference other books beyond the *Pathfinder Roleplaying Game Core Rulebook* and *Play Manga d20*. If a character has access to additional options, such as discoveries, magus arcana, or cavalier orders, those options are assumed to be compatible with the attributes presented here.

Alchemical Attributes

Alchemical Extracts

Cost: 6 points per rank.

Relevant Ability Score: Intelligence

A character with alchemical extracts can create extracts of the appropriate extract level per rank.

Extracts function as potions that only the character with alchemical extracts can drink or apply to their own weapons. Any spell that can be crafted into a potion or oil can also be learned as an extract. In addition, any 4th, 5th, and 6th-level spell on the bard, cleric, or sorcerer/wizard spell lists able to target a single creature or object and provide a beneficial effect to that target can be made into an extract at ranks 4, 5, and 6, respectively.

Moderate Alchemical Extracts

Level	1st	2nd	3rd	4th	5th	6th
1st	1	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	3	—	—	—	—	—
4th	3	1	—	—	—	—
5th	4	2	—	—	—	—
6th	4	3	—	—	—	—
7th	4	3	1	—	—	—
8th	4	4	2	—	—	—
9th	5	4	3	—	—	—
10th	5	4	3	1	—	—
11th	5	4	4	2	—	—
12th	5	5	4	3	—	—
13th	5	5	4	3	1	—
14th	5	5	4	4	2	—
15th	5	5	5	4	3	—
16th	5	5	5	4	3	1
17th	5	5	5	4	4	2
18th	5	5	5	5	4	3
19th	5	5	5	5	5	4
20th	5	5	5	5	5	5

Alchemist: (Intelligence) Fantasy alchemists can create alchemical extracts for 6 points per rank. Their extracts are added to a spellbook, and use the moderate alchemical extract progression. *Restrictions*: Arcane spell failure (3 points).

Infusion (Su): 1 point discovery. A character with infusion can create extracts that other creatures can drink.

Discoveries

Cost: 1 point per discovery.

A character with discoveries gains 1 alchemist discovery per rank as an alchemist of their level. Explosive, extract, and mutagen discoveries can be found under their respective attributes for 1 point each.

Chameleon Skin (Su): A character with chameleon skin can shift the colors of their skin and equipment to blend in with the surrounding terrain. The character gains a +4 enhancement bonus on Stealth checks. A character with at least 10 ranks in Craft (alchemy) gains a +8 bonus instead.

Simulacrum (Su): Requires alchemical extracts (rank 4). The character can create a *lesser simulacrum*. This works like the *lesser simulacrum* spell, except it costs 100 gp in alchemical materials per Hit Die of the simulacrum, requires 24 hours to grow, and decays into inert flesh rather than ice or snow if killed. The created simulacrum is a creature, not a supernatural effect. A character with at least 10 ranks in Craft (alchemy) can select this discovery again and create a *simulacrum* instead.

Spontaneous Healing (Su): As a free action once per round, a character with spontaneous healing can heal 5 hit points as if they had the fast healing ability. The character can heal 5 hit points per day in this manner for every 2 ranks of Craft (alchemy) he possesses. If the character falls unconscious because of hit point damage and still has healing available from this ability, the ability activates automatically each round until the character is conscious again or the ability is depleted for the day.

Explosives (Ex)

Cost: 3 points per rank.

A character with explosives can swiftly mix various volatile chemicals to create powerful explosive devices that they can hurl at their enemies. A character can create and use up to 2 explosives per rank each day plus additional explosives equal to their Intelligence modifier.

Drawing and throwing an explosive requires a standard action that provokes an attack of opportunity. Thrown explosives have a range of 20 feet. On a direct hit, an explosive inflicts 1d6 points of fire damage + additional damage equal to the character's Intelligence modifier. For each rank beyond the first, the explosive deals an additional 1d6 fire damage.

An explosive's splash damage is always equal to its minimum damage (so if the explosive would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + the character's Intelligence modifier + 1 per rank of explosives.

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Restrictions: An explosive's additional damage is not multiplied on a critical hit. Explosives typically only last for 1 round if not used immediately. Explosives are considered weapons in the thrown weapon group and can be selected using feats such as Point-Blank Shot and Weapon Focus.

Blinding: 1 point discovery. Creatures that take a direct hit from a blinding explosive are blinded for 1 minute unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are dazzled for 1 minute. This is a light effect.

Curative: 1 point discovery. Requires a potion when crafting. Creatures that take a direct hit from a curative explosive gain the effects of the potion used ot craft it. Creatures in the splash area are healed for the potion's minimum amount, if any.

Elemental: 1 point discovery. Choose acid, cold, or electricity. The explosive deals that type of damage instead.

Entangling: 1 point discovery. The explosive functions as a tanglefoot bag.

Fast Explosives: 1 point discovery. A character with fast explosives can create and use explosives as part of a full-attack action.

Grand Discoveries

Requirement: Craft (alchemy) 20 ranks.

Cost: 2 points per grand discovery.

A character with grand discovery can choose one of the following options.

Awakened Intellect: The character gains +2 Intelligence.

Eternal Youth: The character takes no penalty their to physical ability scores from age. If the character is already taking such penalties, they are removed at this time.

Fast Healing: A character with the fast healing grand discovery gains fast healing 5.

Scientific Epiphany (Sp): Choose an 8th-level or lower spell from the sorcerer/wizard spell list. The character can cast that spell once per day as a 16th-level wizard. If the spell does not already require material components worth at least 100 gp, it gains that requirement.

Mutagen (Alternate Form)

Cost: 6 points.

Requirement: Craft (alchemy) 1 rank.

Relevant Ability Score: Intelligence

A character with mutagen can spend 1 hour to create a special tincture that lasts until the character with mutagen drinks it or creates another mutagen. While brewing a mutagen, the character chooses Strength, Dexterity, or Constitution.

Once used, the mutagen grants the drinker a +4 alchemical bonus to the chosen ability score, and a –2 penalty to Intelligence, Wisdom, or Charisma, respectively, based on the bonus above. The drinker also gains a +2 natural armor bonus.

Restrictions: When drank, a mutagen lasts 10 minutes per Hit Die of its creator. A character without mutagen that drinks the tincture must make a Fortitude save (DC 10 + 1/2 the creator's Hit Dice + their Intelligence modifier) or become nauseated for 1 hour. A character with mutagen can gain the benefits of another character's tincture, but the duration ends immediately if either character brews another mutagen.

Feral Mutagen: 1 point discovery. The character gains +2 Intimidate, 2 claw attacks that deal 1d6 slashing damage on a hit (Medium), and a bite attack that deals 1d8 piercing damage on a hit.

Grand Mutagen: 1 point discovery. Requires Craft (alchemy) 16 ranks and greater mutagen. The character's bonuses granted by greater mutagen increase by +2, and the character gains +4 to a third ability score. *Defect*: 1 point discovery. The character takes a –2 penalty to all mental ability scores.

Greater Mutagen: 1 point discovery. Requires Craft (alchemy) 12 ranks. The character's bonuses granted by mutagen increase by +2, and the character gains +4 to a second ability score. *Defect*: 1 point discovery. The character takes a –2 penalty on both associated mental ability scores.

Defense Attributes

Charmed Life (Ex)

Cost: 1 point per rank.

Relevant Ability Score: Charisma

A character with charmed life can add their Charisma to their saving throw as an immediate action a number of times per day equal to 2 + their ranks in charmed life.

Draconic Defense (Ex or Su)

Cost: 3 points + 1 point per rank.

For each rank bought, the character gains 1 rank in a defense attribute of their choice, to a maximum of rank 3 in a single attribute. Alternatively, the character can choose one of the following options.

Enchanted Scales (Su): The character adds 1/2 their natural armor bonus as a deflection bonus to touch AC. *Restriction*: This does not stack with similar abilities.

Nictating Membranes (Ex): The character is immune to being dazzled. Once per day, the character can reroll a saving throw against a spell or effect that causes blindness, a gaze attack, or an illusion with the pattern or figment descriptor. The character must decide to use this ability before the results are revealed, and must take the second roll even if it is worse. This can be selected twice.

Reflective Scales (Su): Requires Spell Resistance. If a caster level check for a targeted spell to penetrate the character's spell resistance is failed by 5 or more, the spell is reflected.

Spatial Sense (Ex): The character doesn't lose their Dexterity bonus to AC against melee attacks from hidden or invisible creatures, and invisible attackers do not gain a +2 bonus to melee attack rolls against the character.

Spatial Sense, Improved (Ex): Requires spatial sense. The character is immune to being flanked, and doesn't lose their Dexterity bonus to AC against ranged attacks from hidden or invisible creatures.

Spell Resistance (Su): The character gains Spell Resistance 6 + their total Hit Dice. For 1 additional point, the character's spell resistance increases to 11 + their total Hit Dice.

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Vascular Fortitude (Ex): The character reduces hit point damage taken from bleed effects by 1 (minimum 0). For every size category larger than Small the character has attained, the character reduces damage from bleed effects by an additional 1 point.

Nimble

Cost: 1 point per rank.

Relevant Ability Score: Dexterity

A character with nimble gains a +1 dodge bonus per rank to AC while wearing light or no armor. Anything that causes the character to lose their Dexterity bonus to AC also causes them to lose this dodge bonus.

Feat & Skill Attributes

Dual Identity (Ex)

Cost: 2 points.

A character with dual identity can create a different persona, including alignment, that they can shift into or out of by spending 1 minute when out of sight of others. Attempts to scry whichever persona is not present fail, as if the target didn't exist.

Restriction: Each persona's alignment must be within 1 step on either axis (Lawful can be neutral, but not chaotic; good can be neutral, not evil).

Seamless Guise: 1 point. The character gains +20 on Disguise checks to appear as their current identity.

Expert Trainer (Ex)

Cost: 3 points.

A character with expert trainer receives a bonus equal to 1/2 their total Hit Dice when using Handle Animal on an animal that serves as a mount. The character can also reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. Finally, the character can train more than one mount at once, although each mount after the first adds +2 to the DC.

Monster Lore (Ex)

Cost: 1 point.

A character with monster lore adds their Wisdom modifier on Knowledge skill checks in addition to their Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Tactician (Ex)

Cost: 2 points + 1 point per rank.

A character with tactician gains 1 bonus teamwork feat they can grant to allies within 30 feet who can see and hear them as a standard action for 3 rounds plus 1 round for every two Hit Dice the character possesses. Allies do not need to meet the prerequisites of these bonus feats.

Restrictions: The character can use tactician once per rank each day, and must meet the prerequisites of the chosen feat.

Greater Tactician: 2 points. The character gains an additional bonus teamwork feat, and they can grant either of their tactician teamwork feats as a swift action.

Master Tactician: 2 points. The character gains an additioanl bonus teamwork feat and can grant any 2 teamwork feats they know at a time using tactician.

Magical Attributes

Magical attributes usually require or grant the ability to cast at least 1 spell

Arcana

Requirement: Arcane pool.

Cost: 2 points per arcana.

A character with arcana chooses one of the following options they can benefit from using their arcane pool.

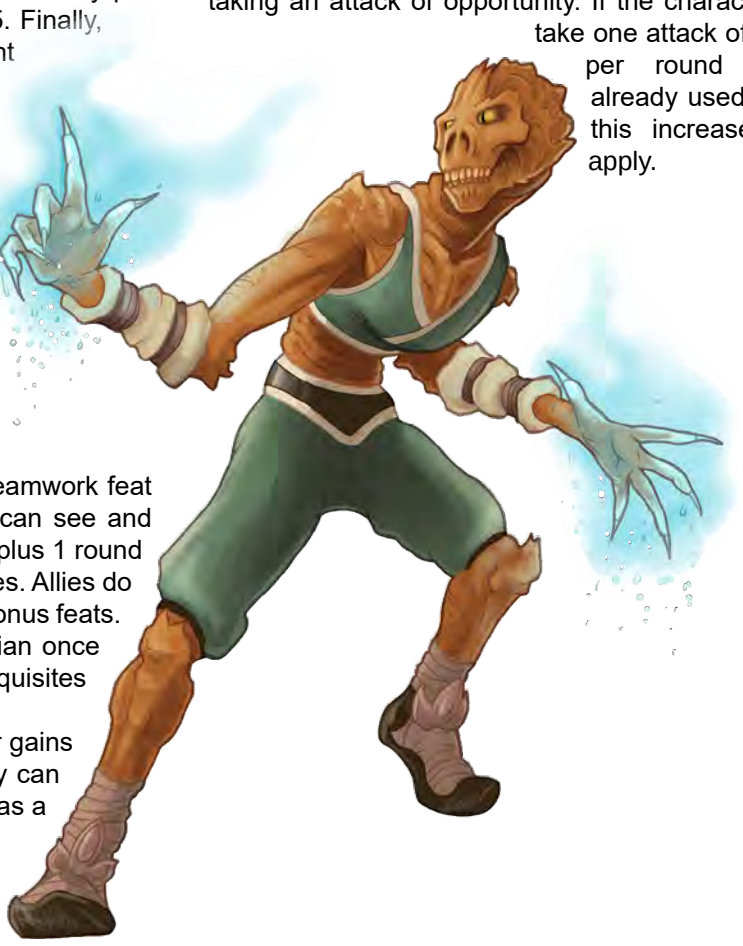
Additional Enhancements (Su): The character adds one magic weapon special quality to the list they choose from when activating their bond. This arcana can be selected more than once.

Arcane Accuracy (Su): The character can spend 1 energy as a swift action to grant an insight bonus equal to their Intelligence bonus on all attack rolls until the end of their turn.

Accurate Strike (Ex): A character with at least 9 Hit Dice can spend 2 energy as a swift action to resolve all of their melee weapon attacks until the end of their turn as melee touch attacks.

Arcane Redoubt (Su): As a swift action, a character with a shield bonus to AC can spend 1 energy to add that bonus to touch AC until the beginning of their next turn.

Disruptive (Ex): A character with at least 6 Hit Dice gains Disruptive as a bonus feat, which increases the DC to cast spells defensively increases by +4 for all enemies that are within the character's threatened area. *Restriction*: This increase to casting spells defensively only applies if the character is aware of the enemy's location and capable of taking an attack of opportunity. If the character can only take one attack of opportunity per round and have already used that attack, this increase does not apply.



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Enduring Blade (Su): A character with at least 6 Hit Dice can spend 1 additional point when activating their bond to increase the duration to 1 minute per Hit Die.

Prescient Attack (Su): A character with at least 6 Hit Dice can spend 1 energy as an immediate action after hitting a target with a weapon attack. If it does, the target is denied its Dexterity bonus against the character's attacks until the end of the character's next turn.

Arcane Pool (Su)

Cost: 2 points.

Relevant Ability Score: Intelligence

A character with arcane pool gains energy equal to their Intelligence modifier + 1/2 their total Hit Dice.

Arcana: 2 points per arcana. The character gains 1 arcana of their choice.

Bond: 4 points. The character spends 1 energy as a swift action to grant their weapon a +1 enhancement bonus for 1 minute. For every four Hit Dice beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5.

At 5 total Hit Dice, these bonuses can be used to add any of the following weapon properties:

dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or vorpal.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. *Restrictions*: Multiple uses of this ability do not stack with themselves. Properties can be added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. Bonuses and properties are decided when the energy is spent and cannot be changed until the next time the character uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the character. A character can only enhance one weapon in this way at one time. If the character uses this ability again, the previous use immediately ends.

Knowledge Pool (Su): 3 points. The character can spend 1 energy when regaining spells per day to learn 1 spell from their spell list they do not already know.

Spell Recall (Su): 4 points per rank. A character with spell recall can spend energy to regain spell slots and prepared spells.

Rank 1: Spell slots cost 1 energy per spell level to regain (minimum 1). If the character prepares spells, they regain a prepared spell they have cast instead.

Rank 2: Spell slots cost 1 energy per 2 spell levels to regain (minimum 1). If the character prepares spells, they can instead spend 1 energy per spell level to prepare any spell they know in that spell slot.

Draconic Gift

Requirement: Some draconic gifts require one or more other attributes, as stated in the gift's description.

Cost: 1 point + 2 points per rank.

A character with draconic gift gains 1 of the following options per rank of their choice.

Beast Shape (Sp): The character can cast *beast shape I* up to 3 times per day. If they have at least 8 Hit Dice, the character can cast *beast shape II* instead. The spell lasts until the character dismisses it.

Dragon Senses: The character gains 4 points they can spend on senses attributes. This gift can be selected more than once.

Elemental Pool (Su): Requires the breath weapon draconic weaponry attribute. The character can use their breath weapon to place a pool of energy anywhere within their breath weapon's range. The pool deals breath weapon damage, which is halved every round until it would deal less than 1d6 damage, at which time it dissipates.

Hoard Sense (Su): As the ryu racial feature on page xx.

Human Shape (Sp): The character can change their form to a humanoid for up to 10 minutes per Hit Die each day as a sorcerer of their character level. This functions as *alter self, except* the character doesn't adjust their Strength or Dexterity scores, and the form taken must be the same every time. The duration does not need to be continuous, but must be spent in 10-minute increments.

The character can select this draconic gift again at character level 13th. If it does, human shape becomes a supernatural ability, and the character can remain in its human form indefinitely, changing in and out as a standard action.

Inherent Sorcery: Requires character level 9th. The character gains 1 rank of fantasy spells. The character's effective sorcerer level is equal to twice their rank. This gift can be selected up to 3 times.

Monstrous Feat: The character gains a monster feat for which it qualifies. This draconic gift can be selected more than once.

Draconic Sorcery

Cost: 3 points.

A character with draconic sorcery can use spell trigger and spell completion magic items as if they had access to the sorcerer/wizard spell list. The character's effective caster level when using these magic items is equal to their total Hit Dice.

Fantasy Spells (Sp)

Requirement: At least 1 Hit Die (full or moderate spell list) or 4 Hit Dice (poor spell list).

Cost: By class.

Relevant Ability Score: By class

A character with fantasy spellcasts gains a few choices in how they want to gain and cast spells.

These spells are learned and cast with all of the restrictions and level (or Hit Dice) requirements placed on the chosen class—they do not require energy. Each rank buys a new spell level from the same, or a different list. See each list for its cost per rank.

For unbridled spellcasting that requires energy, see dynamic sorcery in *Play Manga d20*. Example fantasy spellcasters include:

Inquisitor: (Wisdom) Fantasy inquisitors can cast divine spells for 6 points per rank. Their spells are drawn from the inquisitor spell list and cast using the moderate spontaneous spell progression. *Restrictions*: spell list (4 points), spells known (2 points).

Magus: (Intelligence) Fantasy magi can cast arcane spells for 6 points per rank. Their spells are drawn from the magus spell list, added to a spellbook, and cast using the moderate prepared spell progression. *Restrictions*: Arcane spell failure (3 points), spell list (2 points).

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Oracle: (Charisma) Fantasy oracles can cast divine spells for 7 points per rank. Their spells are drawn from the cleric spell list and cast using the full spontaneous spell progression. *Restrictions*: spells known (1 point), spell list (1 point).

Witch: (Intelligence) Requires bond. Fantasy witches can cast arcane spells for 12 points per rank. Their spells are drawn from the witch spell list, granted by their bonded creature or object, and cast using the full prepared spell progression. *Restrictions*: Arcane spell failure (3 points), spell list (2 points).

Hexes

Cost: 2 points per hex.

Relevant Ability Score: Intelligence or Charisma

A character with hexes can use a standard action (unless otherwise noted) that does not provoke attacks of opportunity to create an effect on herself or another creature. Unwilling creatures can attempt a saving throw to negate the hex, as detailed in its description (DC 10 + 1/2 the character's total Hit Dice + their Intelligence or Charisma modifier).

Example hexes include:

- **Blight (Su)**: Curses an animal or plant with a melee touch attack, causing the following ongoing curse effect. Save Will negates; frequency 1/day; effect 1 Con damage. *Restriction*: The character can only have one blight active at a time.
- **Cackle (Su)**: As a move action, increases the duration of any of the character's charm, evil eye, fortune, or misfortune hexes within 30 feet by 1 round.
- **Cauldron (Ex)**: The character receives Brew Potion as a bonus feat and a +4 insight bonus on Craft (alchemy) skill checks.
- **Charm (Su)**: The attitude of an animal or humanoid within 30 feet is increased by 1 step for a number of rounds equal to the character's Intelligence or Charisma modifier. If the character knows at least 4 hexes, the creature's attitude is increased by 2 steps instead. *Restriction*: Will negates, and the creature cannot be charmed again for 1 day. This is a mind-affecting charm effect.
- **Evil Eye (Su)**: A creature the character can see takes a –2 penalty to the character's choice of AC, ability checks, attack rolls, saving throws, or skill checks for a number of rounds equal to 3 + the character's Intelligence or Charisma modifier. If the character knows at least 4 hexes, the penalty is –4 instead. *Restrictions*: Will reduces to 1 round. This is a mind-affecting effect.
- **Fortune (Su)**: A creature within 30 feet can reroll 1d20 per round before learning the result. Fortune lasts 1 round + 1 round per 4 hexes the character knows. *Restriction*: Once the duration ends, the creature cannot gain fortune again for 1 day.
- **Misfortune (Su)**: A creature within 30 feet must reroll any d20 rolls it makes for 1 round + 1 round per 4 hexes the character knows. *Restriction*: Once the duration ends, the creature cannot gain misfortune again for 1 day.

Example Major Hexes include:

- **Agony (Su)**: A creature within 60 feet is nauseated for 2 rounds per hex the character knows. *Restrictions*: Fortitude 1/round negates, and the creature cannot gain agony again for 1 day.
- **Witch's Brew (Ex)**: Requires cauldron. The character can brew 2 identical potions in the time it would take to brew 1. Cost and materials must still be paid for each.

Example Grand Hexes include:

- **Death Curse (Su)**: A creature within 30 feet becomes fatigued for 1 round, then exhausted for 1 round, and dies on the 3rd round. *Restrictions*: Will negates (round 1), or Fortitude (round 3) reduces the effect to exhausted for 1 more round and deals 4d6 damage + 2 per hex the character knows. The creature cannot gain death curse again for 1 day.

Mystery

Cost: 1 point.

Relevant Ability Score: Wisdom or Charisma

A character with mystery has been gifted with insight beyond that of an ordinary mortal. This insight comes in the form of additional class skills, special abilities, and access to new spells.

By itself, mystery grants the character up to five class skills relevant to the mystery's theme. If the mystery includes a theme that could fly, it gains Fly as an additional class skill.

Mystery Spells: 1 point per spell. The character gains 1 spell per rank that fits their mystery's theme. This spell must be of a spell level the character can cast.

Revelations: 3 points per revelation. A revelation is any 4-point attribute that fits the mystery's theme.

Final Revelation: 12 points. Requires 20 Hit Dice. A character with final revelation gains ranks in an attribute relevant to the mystery's theme worth up to rank 4 or 16 points, whichever comes first.

Oracle's Curse (Ex)

Cost: 2 points per rank.

A character with oracle's curse accepts a 1 or 2-point defect in exchange for one 3 or 4-point attribute per rank. At rank 1, the character chooses their curse, and each rank bought beyond the first applies to the same curse. Example curses include:

Infamous: The character is seen as an enemy by society and must spend at least 1 week per month of downtime in the public eye to avoid gaining a poor reputation. At rank 1, they gain a +1 competence bonus on Intimidate, Perception, and Stealth checks. Those skills are class skills for the character. At rank 2, the character and items in their possession gain a +2 competence bonus on saves against divination effects. At rank 3, their bonuses from previous ranks double. At rank 4, the character is constantly protected as per the spell *mind blank*.

Marked: The character has a distinguishing difference from normal members of their race, which causes them to suffer a –4 penalty on Disguise checks to conceal their identity. At rank 1, they gain +1 natural armor and

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Mystery: Inner Eye

A character with the inner eye mystery has greater insight into a number of situations, gaining almost preternatural reflexes and understanding.

Class Skills: Acrobatics, Climb, Disable Device, Escape Artist, Ride, and Swim.

Mystery Spells: 1st—*true strike*, 2nd—*protection from arrows* (self only), 3rd—*haste* (self only), 4th—*greater invisibility* (self only), 5th—*break enchantment*, 6th—*true seeing*, 7th—*spell turning*, 8th—*moment of prescience*, 9th—*foresight*

Revelations

Careful Study (Su): Once per day, you can read a situation as a swift action in order to plan ahead. On the round after you use this ability, you gain a +2 insight bonus on a single attack roll, saving throw, or skill check or to your Armor Class until the start of your next turn. You can use this ability one additional time per day for each revelation you know.

Haunting Words (Su): You can make an observation about a creature's flaws or weaknesses that transcend its ability to understand language or speech. As a standard action, you can whisper to a creature within 5 feet that can hear you, causing it to become shaken (Will DC 10 + 1/2 your character level + your Wisdom or Charisma modifier, negates). This ability lasts for a number of rounds equal to 1/2 your character level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Wisdom or Charisma modifier. This is a mind-affecting, fear effect that can affect any creature without magical immunity.

Insightful Maneuvers (Ex): Your ability to counter your opponents' movements in combat makes you more dangerous up close. Select one type of combat maneuver. When performing the selected maneuver, you treat your character level as your base attack bonus when determining your CMB. When you know at least 2 revelations, you gain the Improved feat (such as Improved Trip) that grants you a bonus when performing that maneuver. When you know at least 3 revelations, you gain the Greater feat (such as Greater Trip) that grants you a bonus when performing that maneuver. You do not need to meet the prerequisites to receive these feats.

Piloerection (Su): You get goosebumps when a situation is about to take a turn for the worst. Whenever you roll for initiative, you can roll twice and take either result. When you know at least 2 revelations, you can always act in the surprise round, but if you fail to notice the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds). When you know at least 3 revelations, you can roll for initiative three times and take any one of the results.

Preempt Suffering (Su): Requires at least 1 other revelation. You are always on the lookout to help others, with words of magic already dancing on your lips as you enter battle. Whenever you cast a *cure* spell (a spell with "cure" in its name), you can cast it as a swift action, as if using the Quicken Spell feat, by expending two spell slots. This does not increase the level of the spell. You can use this ability once per day plus one additional time per day for each revelation you know beyond 2.

Reflection in Action (Su): You can catch almost imperceptible mistakes you would make and correct them before they occur. You can retry any mystery skill check you have failed, gaining an insight bonus on the check equal to your Wisdom or Charisma modifier. You can use this ability a number times per day equal to your Wisdom or Charisma modifier.

Final Revelation (Su): You can spend 1 minute to grant another character the 1 revelation benefits of any of your revelations for a number of minutes equal to your Wisdom or Charisma modifier. When you cast a mystery spell, you can target any creature currently gaining the benefits of your mystery if it is on the same plane as you, and you draw no attacks of opportunity when casting those spells.

Alertness as a bonus feat. At rank 2, their natural armor bonus increases to +3. At rank 3, they cannot be targeted by effects that target only humanoids. At rank 4, they gain a +4 competence bonus on saving throws to resist mind-affecting effects.

Patron Spells

Cost: 3 points per rank.

A character with patron spells chooses a theme—such as animals, death, or fate—and gains 1 spell per rank that fits their patron's theme. This spell must be of a spell level the character can cast. These spells can also be used as bloodline spells for related sorcerous bloodlines. Example patrons include:

Angel: 1st—*detect evil*; 2nd—*aid*; 3rd—*continual flame*; 4th—*discern lies*; 5th—*dispel evil*; 6th—*blade barrier*; 7th—*holy word*; 8th—*holy aura*; 9th—*mass heal*

Construct: 1st—*grease*; 2nd—*make whole*; 3rd—*lightning bolt*; 4th—*stoneskin*; 5th—*break enchantment*; 6th—*globe of invulnerability*; 7th—*statue*; 8th—*protection from spells*; 9th—*crushing hand*

Demon: 1st—*bane*; 2nd—*mirror image*; 3rd—*dispel magic*; 4th—*chaos hammer*; 5th—*dispel good*; 6th—*true seeing*; 7th—*reverse gravity*; 8th—*power word stun*; 9th—*wish*

Dragon: 1st—*mage armor*; 2nd—*alter self*; 3rd—*tongues*; 4th—*fear*; 5th—*polymorph*; 6th—*contingency*; 7th—*spell turning*; 8th—*form of the dragon III*; 9th—*time stop*

Monster: 1st—*summon monster I*; 2nd—*resist energy*; 3rd—*summon monster III*; 4th—*charm monster*; 5th—*summon monster V*; 6th—*true seeing*; 7th—*summon monster VII*; 8th—*mass charm monster*; 9th—*dominate monster*

Ogre: 1st—*vanish*; 2nd—*alter self*; 3rd—*deeper darkness*; 4th—*stoneskin*; 5th—*charm monster*; 6th—*cone of cold*; 7th—*statue*; 8th—*mass charm monster*; 9th—*power word kill*

Slime: 1st—*entangle*; 2nd—*acid arrow*; 3rd—*protection from energy*; 4th—*stoneskin*; 5th—*ooze form I*; 6th—*ooze form II*; 7th—*simulacrum*; 8th—*clone*; 9th—*shapechange* (self only)

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Order of the Hero

Edicts: Slay any monster threatening a chosen settlement or nation. Fulfill any pledge to slay a beast, tracking it to its lair if necessary, and forsaking any new quarry until the target is slain. Attempt to ensure that no lasting damage is dealt to the chosen area in the pursuit of the target.

Challenge: +1 morale bonus per 4 levels on melee damage rolls against the target if it is at least one size category larger.

Skills: Knowledge (arcana) (Int) and Knowledge (nature) (Int). Whenever the character identifies a monster, they gain a bonus on the check equal to half their level (minimum +1).

Monster Expert (Ex): At 2nd level, the character adds their Charisma bonus on Fortitude and Reflex saves against abilities and spells that have an area of effect.

Resist Energy (Su): At 8th level, for 1 minute per day, the character gains energy resistance 5 against one energy type. At 12th, 16th, and 20th levels, the resistance increases by 5, and the character gains an additional daily use of this ability.

Counterstriking Challenge (Ex): At 15th level, a challenged Large or larger target provokes an attack of opportunity from the character whenever it activates an extraordinary or a supernatural attack (such as a breath weapon or gaze attack). If the character deals damage with this attack, the creature must succeed at a Will save (DC = 10 + half the character's level + their Charisma modifier) or fail to activate the special attack and loses the action it took to do so. *Restrictions*: The character can use this once per day, and up to 3 times against the same target.

Spell Combat (Ex)

Requirement: Able to cast at least 1 spell with a casting time of 1 standard action.

Cost: 3 points per rank.

Relevant Ability Score: Intelligence or Charisma

A character with spell combat can cast a spell as part of a full-attack action.

Rank 1: The character can take a –2 penalty on all attacks as a full-attack action to also cast a standard action spell they know before or after making all attacks. If they cast the spell defensively, the character can also take a penalty up to their Intelligence or Charisma modifier to their attacks and add it to their concentration check.

Rank 2: The character adds their full penalty on attacks to their concentration check when casting defensively as part of spell combat.

Rank 3: The character doubles the bonus to their concentration check when casting defensively as part of spell combat.

Rank 4: The character no longer needs to concentrate when casting defensively as part of spell combat.

Restriction: The character must wield a light or one-handed weapon with at least 1 hand free.

True Magus: Requires 20 magus class levels. A character with true magus can use spell combat to either increase the DC to resist the spell by +2, gain a +2 circumstance bonus on any checks made to overcome spell resistance, or gain a +2 circumstance bonus on all attack rolls made against the same target during the character's turn.

Spellstrike (Su)

Cost: 3 points.

A character with spellstrike can make a melee attack in place of a touch attack when casting a touch spell, and deals damage with their weapon on a hit in addition to delivering the spell's effect. The spell gains the weapon's critical threat range, but not its critical multiplier.

Miscellaneous Attributes

Order (Ex)

Cost: 2 points + 2 per rank.

Like organizational ties, an order may represent an order of knights, a guild, or a clergy to which the character is devoted. Each order maintains a collection of edicts the character must follow, and offers specialized benefits for joining the order's ranks. Below are general guidelines to use when creating an order which may be ignored by some orders in favor of similar bonuses. The order of the hero is given as an example on the next page.

Class Skills: An order grants the character 2 class skills and a bonus equal to half the character's level when using one of those skills.

Challenge: When the character uses challenge, they also gain a +1 bonus to their choice of attack or AC against the target for the duration. The bonus increases by +1 per 4 Hit Dice the character possesses.

Edicts: In order to gain the bonus above, the character must follow an edict set by their order. An edict often requires the hero to protect a specific type of creature, object, or location, even if doing so would be difficult. A character with an edict gains 1 point back.

Order Abilities: An order ability is any defense, movement, or offense attribute worth up to 3 points that fits the order's theme and edicts. The second ability can be worth up to 4 points if it requires the first, and the third ability can be worth up to 5 points if it requires both previous abilities.

Social & Vigilante Talents

Cost: 3 points per talent.

For each talent bought, a character with social & vigilante talents can choose one of the following options.

Restrictions: Talents must fit the theme of the character's persona for which they are chosen. A character who is a blacksmith by day and a spellcaster vigilante cannot choose spellstrike as a social talent. After choosing a social talent, the character must choose a vigilante talent, and vice versa.

Social Talents: A social talent is any attribute worth up to 4 points, or a feat with at most one other feat as a prerequisite that the character gains automatically and can use when in their social persona.

Vigilante Talents: A vigilante talent is any attribute worth up to 4 points, or a feat with at most one other feat as a prerequisite that the character gains automatically and can use when in their vigilante persona.

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Offense Attributes

Bane (Su)

Cost: 1 point + 1 point per rank.

A character with bane can imbue a weapon they hold with the bane weapon property, which increases the weapon's enhancement by +2 against creatures of the chosen type. The weapon also deals 2d6 extra damage per rank to those creatures.

Restriction: This ability lasts for a number of rounds per day equal to the character's total Hit Dice. These rounds do not need to be consecutive.

Challenge (Su)

Cost: 2 points per rank.

A character with challenge can challenge one creature per rank each day as a swift action, regardless of alignment. The character deals extra damage to the target equal to the character's total Hit Dice. A challenge lasts until the target is dead or unconscious, or until combat with the target ends.

Defect: The character takes a –2 penalty to AC, except against attacks made by the target of challenge.

Demanding Challenge: 1 point. The target takes a –2 penalty to AC, except against attacks made by the character.

Order: Characters with membership in an order may gain additional benefits when using challenge.

Deeds

Requirement: Grit or Panache.

Cost: 2 points per deed, or 5 points for 3 deeds.

A character with grit or panache can purchase the following deeds. Some deeds work differently for characters with panache, as detailed in their descriptions.

Restrictions: A character with grit can only use deeds when wielding a firearm or crossbow. A character panache can only use deeds when wielding a light or one-handed piercing melee weapon.

Ambitious Acrobatics (Ex): The character can spend 1 energy when making an Acrobatics, Climb, Escape Artist, Fly, Ride, or Swim check to roll 1d6 and add the result to the check. The character can do this after making the check but before the result is revealed. If the result of the d6 roll is a natural 6, the character rolls another 1d6 and adds it to the check, up to a number of times equal to their Dexterity modifier (minimum 1).

Careful Aim (Ex): The character can spend 1 energy when making an attack as a standard action and ignore the effects of concealment (though not total concealment) and cover (other than total cover) against that attack.

Cheat Death (Ex): The character can spend all of their remaining energy (minimum 1) when reduced to 0 or fewer hit points to instead be reduced to 1 hit point.

Deadeye (Ex): The character can spend 1 energy per increment when wielding a firearm to resolve an attack against touch AC instead of normal AC when firing beyond their weapon's first range increment. If the character is wielding a crossbow, this applies within the first range increment instead.

If the character has panache, they can instead spend 1 energy as a free action to confirm a critical threat. Confirming a critical threat in this way does not grant the character energy.

Dive for Cover (Ex): When the character is attacked, they can spend 1 energy to move 5 feet as an immediate action; doing so grants the character a +2 bonus to AC against the triggering attack, or a +4 bonus if they fall prone instead. This movement provokes attacks of opportunity unless the character chooses to fall prone.

Dumb Luck (Ex): The character can spend 2 energy to reroll a saving throw, or 1 energy to reroll a skill check. The character must take the result of the second roll, even if it is lower. *Defect*: Dumb luck's cost cannot be reduced by true grit, the Signature Deed feat, or any other effect that reduces the amount of energy a deed costs.

Evasive (Ex): As long as the character has at least 1 energy, they gain the benefit of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. The character uses their base attack bonus as their rogue level for improved uncanny dodge.

Expert Loading (Ex): Whenever the character rolls a misfire with a firearm that has the broken condition, the character can spend 1 energy to keep the gun from exploding, though it retains the broken condition. If the character is wielding a crossbow, they can instead spend 1 energy to reload that weapon once per round as a free action. If they also have the lightning reload deed, the character gains Rapid Reload as a bonus feat.

Flourish (Ex): The character can spend 1 energy to flourish with their weapon in place of their first attack during the round, granting all allies within a 30-foot-radius who can see them a morale bonus equal to the character's Charisma modifier on their next attack roll before the start of the character's next turn. If any of those allies confirm a critical hit with the attack that gains this bonus, the character who used flourish regains 1 energy (maximum 1).

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Glaring Light (Ex): Whenever the character is in conditions of dim light or brighter and hits with a melee attack, the character can spend 1 panache point to reflect the light off their blade into the eyes of their target. That opponent is blinded for 1 round. A successful Fortitude save (DC = 10 + 1/2 the character's total Hit Dice + their Dexterity modifier) negates this effect.

Guarded Stance (Ex): As long as the character has at least 1 energy, they gain Combat Expertise as a bonus feat and can spend 1 energy as a free action to ignore that feat's penalty for 1 attack.

Kip-Up (Ex): While the character has at least 1 energy, they can kip-up from prone as a move action without provoking an attack of opportunity. The character can kip-up as a swift action instead by spending 1 energy.

Lightning Reload (Ex): As long as the character has at least 1 energy, they can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If the character has the Rapid Reload feat or is using an alchemical cartridge (or both), they can reload a single barrel of the weapon as a free action each round instead. Using this deed does not provoke attacks of opportunity.

Menacing (Ex): Requires base attack bonus +8. The character can spend 1 energy and affect all living creatures within a 30-foot-radius burst as if they were subject to the *fear* spell. The DC of this effect is equal to 10 + 1/2 the character's base attack bonus + their Wisdom modifier.

Press On (Ex): The character can spend 1 energy as part of a move action to gain a bonus equal to their Wisdom modifier on all saves and skill checks made against effects that would reduce their speed or otherwise hinder the character from moving for 1 minute. They can also spend 1 energy to gain a +20 foot bonus to their speed for 1 minute. This bonus applies after all other effects that might reduce the character's speed. Finally, the character can spend 2 energy as part of the same action to gain both effects.

Show Some Initiative (Ex): As long as the character has at least 1 energy, they gain a +2 bonus on initiative checks.

Startle (Ex): As long as the character has at least 1 energy, they can spend a standard action to purposely miss a creature that they could normally hit. That creature becomes flat-footed until the start of its next turn.

Stunning Attack (Ex): The character can spend 2 energy to stun a creature they hit with an attack for 1 round. The creature must make a Fortitude saving throw (the DC = 10 + 1/2 the character's base attack bonus + their Wisdom modifier). If the creature fails, it is stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.

Draconic Weaponry (Su)

Cost: 4 points per rank.

A character with draconic gift gains 1 of the following options per rank of their choice. The saving throw DC for these abilities, when applicable, is 10 + 1/2 the character's level + their Constitution or Charisma modifier (as listed in parentheses).

Breath Weapon (Su): Reflex (half damage, Constitution). The character gains a breath weapon that deals 1d6 energy damage per Hit Die of the chosen type (acid, cold, electricity, or fire). Choose line or cone. The breath weapon takes that shape for the character's size. Once this choice is made, it cannot be changed. Breath weapon recharges every 1d4 rounds.

Size	Line	Cone	Pool
Tiny	30 ft.	15 ft.	5 ft.
Small	40 ft.	20 ft.	5 ft.
Medium	60 ft.	30 ft.	10 ft.
Large	80 ft.	40 ft.	15 ft.
Huge	100 ft.	50 ft.	20 ft.
Gargantuan	120 ft.	60 ft.	25 ft.
Colossal	140 ft.	70 ft.	30 ft.

Elemental Aura (Su): Requires at least 1 natural attack. The character's natural attacks deal 1d6 energy damage + 1d6 per 5 Hit Dice of the chosen type (acid, cold, electricity, or fire). Activating this is a swift action, and the effect lasts for 1 round.

Elemental Scales (Su): Requires the enchanted scales draconic defense. Creatures that hit the character with natural weapons or unarmed attacks take damage of the chosen type (acid, cold, electricity, or fire) equal to the character's Charisma modifier. Once the character has dealt this damage a number of times in the same day equal to their total Hit Dice, the ability is suppressed until they rest for at least 8 hours.

Frightful Presence (Su): Will (negates, Charisma). The character can use a standard action to make opponents with fewer Hit Dice shaken for 1 round per level. This effect targets opponents within 30 feet per 4 character levels (miminum 30 feet). This is a mind-affecting, fear effect.

Roar (Su): Fortitude (negates, Constitution). The character emits a cone of sound (see above) that causes targets to be staggered for 1 round and deafened for 1 round per character level. This is a sonic effect.

Natural Attacks (Ex): The character gains one 2 point natural attack of their choice. Alternatively, the character can gain the venomous natural attack they can use once per day, or a tail slap. Tail slap is a secondary natural attack available to any creature with a tail. It deals 1d6 bludgeoning damage plus the character's Strength modifier (Medium) on a hit. For 1 additional point, the tail slap deals 1d8 bludgeoning damage instead, and if the creature is at least Large size, it has reach and adds 1-1/2 x its Strength modifier to the damage instead.

Exploit Weakness (Ex)

Cost: 2 points.

Whenever a character with exploit weakness scores a critical hit, they ignore any damage reduction their target might have. In addition, if the target has regeneration, it loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always functions are immune to this ability.

Finally, if the character deals energy damage to a creature with vulnerability to that energy type, the character deals +1 point of damage per die rolled.

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Grit (Ex)

Cost: 2 points.

Relevant Ability Score: Wisdom

A character with grit gains energy equal to their Wisdom modifier.

Recharge: The character can regain 1 energy when they confirm a critical hit against a creature, or reduce a creature to 0 hit points or fewer. All grit returns after the character rests for at least 8 hours.

Restrictions: Confirming a critical hit on, or killing a helpless or unaware creature or on a creature that has fewer Hit Dice than half the character's total hit dice does not restore grit.

Deeds: 2 points each. The character gains a deed.

Panache: Panache functions like grit, but only when the character is wielding a light or one-handed piercing melee weapon. Characters with panache use Charisma in place of Wisdom to determine their pool and the benefits of their deeds.

True Grit: 6 points. The character picks two deeds they know that require energy to perform. Those deeds require 1 less energy to use (minimum 0). A deed that requires 0 energy to use can be used if the character has at least 1 energy remaining. If a deed could already be used as long as the character has at least 1 energy, they can now use that deed even when they have no energy.

Judgment (Su)

Cost: 1 point per rank.

Relevant Ability Score: Charisma

A character with judgment can judge a creature once per rank. Judgment lasts until the target is dead or the next time the character rests and regains all uses of this ability.

As a swift action, the character chooses one target within line of sight to judge. The character then chooses one of the following judgments and gains its benefits against that creature. The character can also change one judgment affecting the creature as a swift action without spending another use of this ability.

Restriction: The character must participate in the combat to gain these bonuses. If the character is frightened, panicked, paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until the character can participate in the combat again.

- **Branding**: The character gains a melee touch attack that deals 1d6 + their Wisdom modifier damage on a hit and burns the character's personal symbol into the target's flesh, bone, or incorporeal form. The character can sense the existence of a creature they branded as if it were the target of a *locate creature* spell (caster level equal to 1/2 the charater's total Hit Dice) until the target is destroyed or the character uses this ability on another creature. *Restriction*: Good characters deal positive energy damage. Evil characters deal negative energy damage. Neutral characters cannot use branding.
- **Destruction**: The character deals +1 damage per rank with weapons.
- **Escape**: Each time the character hits an opponent with a melee or ranged attack, the character can use a move action to attempt a Stealth check to hide even while people are aware of the character.
- **Healing**: The character gains fast healing 1 per rank, as long as they are alive and the judgment lasts.
- **Elemental**: When dealing energy damage of one type (acid, cold, elctricity, or fire) chosen when the judgment is declared, the character treats resistance to that energy as 5 lower per rank (minimum 0).
- **Justice**: The character gains +1 per 2 ranks on all attacks. At rank 4, the bonus is doubled on all attack rolls made to confirm critical hits.
- **Piercing**: The character gains a +1 bonus per rank on concentration checks and caster level checks made to overcome spell resistance.
- **Protection**: The character gains +1 per 2 ranks to Armor Class. At rank 4, this bonus is doubled against attack rolls made to confirm critical hits against the character.
- **Purity**: The character gains +1 per 2 ranks on all saving throws. At rank 4, the bonus is doubled against curses, diseases, and poisons.
- **Resiliency**: The character gains DR 1/magic per rank. At rank 4, this DR changes from magic to an alignment (chaotic, evil, good, or lawful) that is opposite the character's. *Restriction*: If the character is neutral, the character does not receive this increase.
- **Resistance**: The character gains energy resistance 2 per rank against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared.
- **Smiting**: The character's weapons count as magic for the purposes of bypassing damage reduction. At rank 2, the character's weapons also count as one alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction. At rank 4, the character's weapons also count as adamantine for the purpose of overcoming damage reduction (but not for reducing hardness). *Restriction*: The type selected must match one of the character's alignments. If the character is neutral, she does not receive this bonus.

Additional Judgment: 1 point per rank. The character can apply 1 additional judgment per rank to his target with one use of that ability.

Slayer: 1 point. When using judgment, one of the character's judgments counts as 5 levels higher when determining its benefits. *Defect*: The chosen judgment cannot be changed as a swift action.

True Judgment: 2 points. Requires 20 inquisitor class levels. A character with true judgment, as a swift action, make a single attack against a creature within 30 feet at their full attack bonus. If the attack hits, the target takes damage normally and dies (Fortitude DC 20 + the character's Wisdom modifier negates).

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Shifter's Fury (Base Attack)

Cost: 2 points.

Relevant Ability Score: Strength

A character with shifter's fury can make iterative attacks for having a high base attack bonus while using natural attacks, such as claws or bite. Those attacks are treated as manufactured weapons for the purpose of determining their bonuses and penalties from multiple attacks during a full-attack action.

Example: A character with a +6/+1 base attack bonus can make 2 bite attacks, or 1 bite attack and 1 weapon attack using those bonuses.

Normal: A character with a bite attack can only bite once per round, regardless of base attack, and if they bite in the same round as making an attack with a weapon, they suffer a –5 penalty.

Startling Appearance (Ex)

Cost: 1 point per rank.

Relevant Ability Score: Charisma

A character with startling appearance can catch their foes off guard.

Rank 1: When a creature is unaware of the character's presence, that creature takes a –4 penalty to attack the character and is flat-footed against the character until the start of the character's next turn. This counters uncanny dodge if the character has at least 4 more Hit Dice than the creature.

Rank 2: The character can make an Intimidate check to demoralize the creature and any enemies within 10 feet that can see the attack. If the original creature is demoralized, it is also frightened for 1 round (Will DC 10 + 1/2 the character's total Hit Dice + their Charisma modifier, shaken).

Rank 3: If the character hits with their attack, the creature is also stunned until the end of the character's next turn (Will, negates).

Restrictions: Once a creature has been the target of the rank 2 or 3 ability (either as the target of the attack or as a nearby creature, regardless of whether or not it was successful), it is immune to the character's startling appearance for 24 hours. This effect is in addition to the bonuses gained from the startling appearance ability. If the creature has more Hit Dice than the character, it receives a +4 circumstance bonus on its save against the rank 3 effect. This is a mind-affecting fear effect.

Supreme Charge (Ex)

Cost 3 points.

A character with supreme charge deals double damage with charge attacks while mounted (or triple with a lance). If the character confirms a critical hit against the target of their charge attack, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the caracter's base attack bonus.

Vengeance Strike (Ex)

Requirement: 20 vigilante class levels.

Cost: 2 points.

A character with vengeance strike can spend up to 5 consecutive standard actions studying their target in some way. On the round after they stop, the character can make a standard action attack against the target, adding one of the following options for each round spent studying the target.

- gain a +4 circumstance bonus on the attack roll
- deal an additional 3d6 points of precision damage
- Increase the attack's critical threat range by +2 (applied after all other increases)

If the character is an avenger vigilante, they automatically confirm any critical hits threatened by the attack. If the character is a stalker vigilante and would normally be able to add a special effect from a vigilante talent to the attack, they can instead add two special effects to the attack.

Restriction: The target must either not be aware of the character or perceive them as a threat.

Vigilante Specialization (Ex)

Cost: By specialization.

A character with vigilante specialization chooses one of the following options. Once this choice is made, it cannot be changed. Some vigilante talents have specific specializations as a requirement.

Avenger: 2 points per rank. Avengers gain +1 base attack per rank, to a maximum of the character's total Hit Dice. They also gain 1 rank of bonus attack at base attack +11 and again at +16.

Stalker: 1 point per rank. Stalkers deal 1d8 sneak attack damage per rank against creatures unaware of their presence, who consider them an ally, or who are flat-footed as a result of startling appearance. Otherwise, their sneak attack damage is 1d4 per rank.

Character Defects & Restrictions

Character defects are penalties and restrictions that the character cannot control or change over time. They are something the character must live with and adapt to with trial and error.

Severity: The severity of different defects and restrictions is usually worth at least the value of a trait (1 point) or feat (up to 3 points), but some more complicated or dangerous options can be worth as much as 3 feats (9 points). When choosing such options, remember that they can be game-affecting, not just restricted to the character. Depending on the story, the GM may decide that a particular defect or restriction doesn't fit or could be overly detrimental to the group as a whole.

Class Defects or Restrictions: Several of the defects and restrictions here can also be applied to classes to give them more freedom in the attributes options they can gain over 20 levels. For point-based characters, some of the defects presented here are only available if they meet the requirements.

General Defects & Restrictions

Compulsion

Gained: 2 points.

A character with a compulsion must succeed at a Will save to avoid giving into their compulsion when confronted with it. The DC of the saving throw is 10 + 1/2 the character's total Hit Dice + their Charisma modifier. On a failed save, the character gives into their compulsion until their need is satisfied (usually about 1 minute).

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Example compulsions include exploring a new location, fleeing an encounter, giving away items, or trusting anybody other than close friends.

No Favored Class Bonus

Gained: Up to 1 point per 2 Hit Dice.

A character with no favored class bonus earns 1 point per 2 Hit Dice gained without that bonus (maximum 10).

Feats

Feats are a staple of the *Pathfinder® Roleplaying Game*. In *Play Manga*, they hold much the same role and overall power level. Any feat available in another supplement should be as balanced here as it would be in a traditional game.

Gaining Feats: Every character gains 1 feat at 1st level, plus an additional feat at every odd level thereafter. These are in addition to the feats gained as a race or class. In addition, point-based characters can purchase the bonus feats attribute.

Race Feats: When building a race, a flexible bonus feat is worth 4 points, while a static bonus feat is worth 2.

Class Feats: Classes that gain static feats at certain levels pay 1 point fewer for them unless they ignore another feat prerequisite. See the bonus feat attribute for more information.

General Feats

Instant Alchemy

Prerequisites: Craft (alchemy) 9 ranks, Swift Alchemy, Swift Poisoner.

Benefit: You can create any alchemical item as a full-round action if you succeed at the required Craft (alchemy) check and have the appropriate resources at hand to fund the creation. You can also apply poison to a weapon as an immediate action.

Skill Expertise

Prerequisite: At least 5 ranks in the chosen skill.

Benefit: Choose one skill. You gain a bonus on all skill checks with that skill equal to half your total Hit Dice.

Special: You can select this feat more than once. Its effects do not stack. Each time you select this feat, choose a different skill to gain its benefit. The bonuses granted by this feat do not stack with similar bonuses, such as from Track or the general knowledge attribute.

Swift Alchemy

Prerequisite: Craft (alchemy) 5 ranks.

Benefit: You can create alchemical items in half the normal amount of time, and you can apply poison to a weapon as a move action.

Swift Poisoner

Prerequisites: Craft (alchemy) 7 ranks, Swift Alchemy.

Benefit: You can apply a dose of poison to a weapon as a swift action.

Unshakable

Prerequisites: Base attack bonus +2, base Will save +3.

Benefit: You add your character level to the DC of any attempts to Intimidate you.

Combat Feats

Cavalier's Charge (Combat)

Prerequisite: Ride 5 ranks.

Benefit: You receive a +4 bonus on melee attack rolls on a charge while mounted, and you suffer no penalty to AC after making a charge attack while mounted.

Normal: You get a +2 on melee attack rolls and a –2 penalty to AC when charging.

Charismatic Finesse (Combat)

Prerequisites: Dex 13, Cha 13, base attack bonus +1.

Benefit: You gain the benefits of the Weapon Finesse feat with light and one-handed piercing melee weapons, and can use your Charisma score in place of Intelligence as a prerequisite for combat feats.

Special: This counts as having the Weapon Finesse feat when meeting the prerequisites of feats.

Counterstrike (Combat)

Prerequisites: Int 13, Combat Expertise, base attack bonus +12.

Benefit: Whenever an enemy within reach of your melee weapon successfully casts a spell defensively, that enemy provokes an attack of opportunity from you after the spell is complete. This attack of opportunity cannot disrupt the spell.

Cunning Initiative (Combat)

Prerequisites: Int or Wis 13, Perception 3 ranks.

Benefit: Choose Intelligence or Wisdom. You add that ability modifier on initiative checks, in addition to your Dexterity modifier.

Gun Training (Combat)

Prerequisites: Dex 13, proficiency with firearms.

Choose one type of firearm (such as an assault rifle or handgun). You gain a bonus equal to your Dexterity modifier on damage rolls when firing that firearm. Furthermore, when you misfire with that type of firearm, the misfire value of that firearm increases by 2 instead of 4.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Mighty Charge (Combat)

Prerequisites: Ride 8 ranks, Cavalier's Charge.

Benefit: Double the threat range of any weapons wielded during a charge while mounted. In addition, you can make a free bull rush, disarm, sunder, or trip combat maneuver if your charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Special: This feat counts as Improved Crititcal when meeting prerequisites. It does not stack with that feat, nor does it stack with other effects that increase threat range.

Solo Tactics (Combat)

Prerequisites: Int or Wis 13, at least 1 teamwork feat.

Benefit: Each of your allies are treated as if they possess the same teamwork feats as you for the purpose of determining whether you receive a bonus from your teamwork feats. Your allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for you to receive the listed bonus.

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